A large, stylized illustration of a man's face and upper body. He has dark hair, a prominent forehead, and is wearing a light-colored suit jacket over a blue shirt. He is looking over his right shoulder with a neutral or slightly weary expression.

# BOOK OF GAMES

WARNING  
HAVE YOU SEEN  
THIS MAN





# CONTENTS

A message from  
Ideas Central...



Melissa Ravenflame, here, co-ordinator of IDEAs Central. Welcome to another superb Computer + Video Games Book of Games — 32 pages packed with great listings which you should find great fun. They will help improve your programming skills as well.

*Otiss, Big Red and B-Con have given the listings a good going over so they should be free of bugs. But if you do have any problems don't hesitate to call the Bug Hunters.*

## Page 3 Treachery Amstrad

- 14 Eggs BBC B or Electron
- 17 Ski Master Spectrum
- 18 Reconnaissance QL
- 22 Operation Kristos BBC B
- 26 Car Race Atari
- 29 Skycopers Amstrad
- 31 Low Level CBM 64

Bluff and bumbling are the weapons you'll need to work your way through the world of espionage. Fun in the farmyard as the Farmer Giles has an egg-citing time. There's no business like snow business as you cope with the ski slopes. A special treat for QL owners. Car and intelligence will be needed in this game. Mission Impossible? Time will tell with this alien adventure. Squeals on wheels — so get into gear for race track action. A taxing game. The Inland Revenue is out to get a lot of money. Dares in the air as you fly close to the ground and destruction.

# TREACHERY

IT IS THE YEAR 1986 AND THANKFULLY BIG BROTHER IS STILL JUST A DISTANT NIGHTMARE. YET A MENACE JUST AS PERILOUS THREATENS THE WORLD....

THE SINISTER PROFESSOR SCHWEINSTEIN!



AFTER MANY YEARS OF SECRET RESEARCH, SCHWEINSTEIN SUCCEEDED IN CREATING WHAT COULD BE THE ULTIMATE WEAPON....

A DEVICE HE CALLED THE MINDBOMB!

WHEN DETONATED, IT SIMPLY WIPEs CLEAN THE MEMORIES OF ANYONE WITHIN TEN MILES OF THE EXPLOSION.

EVEN WHEN IT IS DOING NOTHING, IT HAS A TENDENCY TO CAUSE RANDOM OUTBREAKS OF AMNESIA FOR MILES AROUND!

SCHWEINSTEIN HAS ALSO PERFECTED A SUPERB DELIVERY SYSTEM FOR HIS WEAPON, THE MANDROID!

IN REALITY AN ANDROID, IT SO CLOSELY RESEMBLES A MAN THAT IT IS VIRTUALLY UNDETECTABLE

:CHORTLE!

WITH THE MINDBOMB CONCEALED IN THE MANDROID'S ABDOMEN, SCHWEINSTEIN IMAGINED HE COULD BLACKMAIL THE WORLD.

HOWEVER, JUST AS HIS CREATION WAS COMPLETE, AN ACCIDENT OCCURRED AND SCHWEINSTEIN BECAME THE FIRST VICTIM OF HIS OWN WEAPON....

WE FORGOT EVERYTHING

HE FORGOT ABOUT THE MANDROID AND ITS HOMING BEACON....

DUMHHHHH?

HE FORGOT ABOUT THE MINOBOMB AND ITS REMOTE FIRING BUTTON....

HE EVEN FORGOT ABOUT HIS TWO HOLLOW TEETH, WHICH CONTAIN THE AMNESIA ANTIDOTE AND THE ENTIRE HISTORY OF HIS RESEARCHES ON MICRO-DISK

HE ALSO FORGOT ABOUT THE BLACKMAIL LETTERS HE SENT TO THE BRITISH AND THE SOVIETS.

NOW MI6 AND THE KGB ARE SEARCHING DESPERATELY FOR SCHWEINSTEIN, HIS FIRING BUTTON AND HIS HOMING BEACON.

SCHWEINSTEIN IS A BROKEN MAN, ROAMING THE URBAN WILDERNESS IN SEARCH OF HIS LOST IDENTITY....

SNIFF KOFFI!

WHOEVER FINDS HIM FIRST WILL HAVE PULLED OFF A TREMENDOUS INTELLIGENCE COUP

MEANWHILE, THE MANDROID IS WANDERING ACROSS EUROPE!

THEY KNOW WHICH CITY IT IS IN AT ANY ONE TIME BY THE INCREASED INCIDENCE OF AMNESIA. BEYOND THAT THEY CAN GO NO FURTHER IN TRACKING IT DOWN.

WHICHEVER SIDE GAINS CONTROL OF THE HOMING BEACON AND FIRING BUTTON WILL FIND IT EASY TO WIPE OUT THE ENEMY'S INTELLIGENCE NETWORK COMPLETELY...

LONDON AND MOSCOW ARE IN DANGER OF LOSING THEIR MINDS.

# TREACHERY

Treachery is a tricky business at the best of times and you can be sure that the "friend" you are playing will be doing his worst to double-cross you. Bluff and bumbling are the weapons to use. A howling smile or a subtle twitch of an eyeshadow as you read through your agents' reports can be enough to send your opponent into a frenzied panic. But however he won't start tearing his hair out. He'll just nod calmly at you as if to say: "Yes, you've fallen for my trap."

## LESSON ONE:

### IT'S FOR YOU-HOO!

Sending, receiving and intercepting messages is the key to success in Treachery. No self-respecting spymaster forgets that every order he sends and every report he receives may have been intercepted by the enemy and a clever spymaster uses this fact to his advantage.

Only a real traitor will betray your messages to the enemy and that betrayal will result in a message reporting interception to enemy HQ. With any luck, one of your agents will himself intercept the message of intercepting and report it back to your HQ. You then discover the identity of the traitor in your midst and you also know that your intercepting agent can be completely trusted. If he really belonged to the enemy he would never have sent in an interception report.

So, in the early stages, it's a good idea to send orders by the longest routes possible in the hope that they get intercepted. At the same time, you should call in reports by the shortest and safest routes back to HQ since they may carry information you definitely don't want betrayed to the enemy.

## LESSON THREE: A SNEAK IN TIME SAVES NINE

Above all, you must be sneaky. Not only is it vital in winning the game, it's also great fun! How sneaky you can be depends on the calibre of your opponent — it's no use employing tortuously subtle ruses against a blockhead — but it always offers rewarding opportunities for creative thinking.

One of my favourites is to send orders to an agent to kill your own Master Spy but to send them by an

incomplete route so that they never actually arrive. You make sure, however, that the route includes a traitor who will betray your orders to the enemy. Your opponent immediately gets the impression that you have discovered one of his triple agents and has decided to eliminate him. He never suspects for one moment that you would kill your own Master Spy and now believes he knows an agent he can trust!

## LESSON TWO: THE BEST MOLES STAY UNDERGROUND

Until you have some idea of which agents are to be treated, the best action is no action. If you use your agents James Bond fashion and leave a trail of dead bodies across Europe, you are very likely to lose the game. Your own agents become prominent targets, you waste them that can be more profitably spent gathering information and you are quite likely to bump off someone who is not an enemy agent.

Don't forget that even enemy agents can be very useful so long as you know who they are. They will be gathering information too — information that you can intercept and use to your own advantage.

Relocating an agent in a different city should only be done of necessity — you waste valuable spying opportunities and you might, in fact, be moving an enemy double-agent to a better position!

Instead, the first few turns should be spent making

innocuous "searches" in the cities where you have agents. Soon you will build up a working knowledge of who to trust. Only then should you begin to think about new stations for your agents.

A vital task is to establish secure routes for your orders and reports by moving men you know you can rely on into gaps or suspect links in your communications.

Appropriately enough, Berlin, notorious for its wealth of spies, is a key centre for routing messages through. Without a man in Berlin, your flexibility in sending orders and calling in reports is severely limited and it is the one place where you might allow yourself the luxury of eliminating the opposition once and for all.

Another essential task is to make sure you have a trusted mole close to or in the enemy HQ, ready to intervene if the opposition finds Schweinstein first and makes a break for Rome.

## LESSON FOUR: DON'T PANIC

Never lose your cool. Rushing into action with all guns blazing is a calm, logical thinking will usually find a quiet solution to the problem. Remember, it is Smiley, not Bond, who wins at Treachery.

# TREACHERY

```

10 *****
20 REM ** TREACHERY **
30 *****
40 ** Converted From Spectrum ***
50 ** & Commodore Listings in ***
60 ** Computer & Video Games ***
70 *****
80 CLEAR
90 MORE 1
100 WINDOW#1,11,37,5,22,PAPER#1,0
110 ON ERROR GOTO 7750
120 GOTO 3420
130 *****
140 REM ** Print Message Sheet ***
150 *****
160 CLS#1
170 PLOT 158,336,2 DRAWR 438,0,DRMR 0,-
180 DRMR -438,0,DRAWR 0,294
190 PEN 1
195 RETURN
200 *****
210 REM ** Start of Turn Page ***
220 *****
230 CLS-CLS#1.x=3 y=2 GOOSUB 2940
240 PLOT 1,1:1 DRAW 1,399 DRAW 639,399-D
RHW 639,1 DRAW 1,1
250 GOOSUB 160
260 FOR k=1 TO 3
270 LOCATE#1,4,1+K PRINT#1, t$(k)
280 NEXT
290 LOCATE#1,5,5 PRINT#1,P$(P,1)
300 LOCATE#1,2,7-PRINT#1,"OPERATIONAL FILE"
310 LOCATE#1,2,9 PRINT#1,"REF: /P$(P,2)
320 LOCATE#1,2,11 PRINT#1,"Heidelberg Schweinstein"
330 LOCATE#1,2,13 PRINT#1,"GRADE 1 ACCESS ONLY"
340 LOCATE#1,2,15-PRINT#1,"Enter Clearance Code"
350 LOCATE#1,2,17 PRINT#1,STRING$(6,210)
360 SOUND 7,200,25,5
370 c$="" FOR k=1 TO 6
380 K$=INKEY$: IF K$="" THEN 380
390 IF K$<"a" OR K$>"z" THEN GOTO 380
400 K$=CHR$(ASC(K$)-32):c$c$=K$
410 LOCATE#1,1+K,17 PRINT#1,K$
420 IF INKEY$<">" THEN 420
430 NEXT IF d$>3 THEN 98(P)=c$
440 IF c$<>P$) THEN LOCATE#1,9,17 PRINT#1,"IS INCORRECT": SOUND 7,1000,25,5,0,0
7, FOR k=1 TO 1000-NEXT LOCATE#1,9,17-PRINT#1,
INT#1, " GOTO 350
450 RETURN
460 *****
470 REM ** End of Page 4k
480 *****
490 LOCATE#1,2,17 PRINT#1,CHR$(24)," KEY COPY OR RETURN ",CHR$(24)
500 SOUND 7,200,25,5
510 IF INKEY(18)>-1 THEN GOTO 550
520 IF INKEY(9)<-1 THEN 540
530 GOTO 510
540 LOCATE#1,2,17-PRINT#1, "
    " GOOSUB 7620
550 RETURN
560 GOOSUB 160
570 LOCATE#1,2,2 PRINT#1,P$(P,1), " DAY", d$,
580 LOCATE#1,2,3 PRINT#1,"INCOMING REPORT"
590 LOCATE#1,2,5-PRINT#1,"PRESS KEY FOR YOUR AGENT"
600 K$=INKEY$: IF K$="" THEN 600
610 IF K$=" " THEN RETURN
620 IF K$<="a" AND K$>="z" THEN a$=ASC(K$)-96:GOTO 650
630 IF K$<="0" AND K$>="9" THEN a$=ASC(K$)-21:GOTO 650
640 GOTO 600
650 IF ASC(MID$(a$,4))=0 THEN GOTO 610
660 ORANK=ASC(MID$(a$,4+1))
670 ERANK=ASC(MID$(a$,4-1))
680 IF ORANK>ERANK AND ASC(MID$(f$(1,a$),5,1))>0 THEN 720
690 LOCATE#1,2,7-PRINT#1,CHR$(24)," NO REPORT IS AVAILABLE ",CHR$(24)
700 FOR k=1 TO 500 NEXT
710 GOTO 560
720 IF ASC(MID$(f$(1,a$),2,1))=0 THEN 780
730 M1=ASC(MID$(f$(1,a$),2,1))
740 M5=ASC(MID$(f$(1,a$),3,1))
750 M6=ASC(MID$(f$(1,a$),4,1))
760 f$(1,a$)=LEFT$(f$(1,a$),1)+CHR$(0)+M1+M4*(F1,a$),3)
770 GOTO 820
780 M1=17 IF ASC(LEFT$(f$(1,a$),1))>1 THEN M1=16
790 M5=ASC(MID$(f$(1,a$),6,1))
800 M6=0
810 F1(a$)=LEFT$(f$(1,a$),5)+MID$(f$(1,a$),7,8)+RIGHT$(f$(1,a$),1)
820 M2=a$ M3=p$ M4=day-1
830 M5=CHR$(M1)+CHR$(M2)+CHR$(M3)+CHR$(M4)+CHR$(M5)+CHR$(M6)
870 f$=ASC(M1,a$)
880 type$=1 IF P=2 THEN de=25 ELSE de=18
890 LOCATE#1,2,5-PRINT#1, "
900 LOCATE#1,2,5-PRINT#1,x$(a$)," TO ",M
ID$(P$(P,1),5)>GOOSUB 2560
910 IF K$="X" THEN GOTO 560
920 m$=stack-1 m$=3
930 GOOSUB 160
940 LOCATE#1,2,2 PRINT#1,P$(P,1), " DAY", d$,
950 LOCATE#1,2,3 PRINT#1,"INCOMING REPORT"
960 IF e=1 THEN LOCATE#1,2,5 PRINT#1,"REPORT HAS BEEN SENT BUT" LOCATE#1,2,6 PRINTER#1,"IT HAS NOT BEEN RECEIVED" GOTO 490
970 y=4 GOOSUB 1820
980 GOTO 490
990 *****
1000 REM ** Decode Message ***
1010 *****
1020 M1=ASC(LEFT$(x$(m$),m$-1,1))
1030 M2=ASC(MID$(x$(m$),m$-2,1))
1040 M3=ASC(MID$(x$(m$),m$-3,1))
1050 M4=ASC(MID$(x$(m$),m$-4,1))
1060 M5=ASC(MID$(x$(m$),m$-5,1))
1070 M6=ASC(MID$(x$(m$),m$-6,1))
1080 LOCATE#1,2,y PENH#1,3-PRINT#1,STRING$(25,255):PENH#1,1 y=y+1
1090 IF m<10 THEN LOCATE#1,2,y-PRINT#1,MID$(P$(m,1),5)) TO ",x$(m2)

```

```

1180 IF w1>9 THEN LOCATE#1,2,y-PRINT#1,x
$(w2") " TO ",MID$(P$(m3,1),5)
1181 y=y+1
1182 ON m1 GOSUB 1178,1190,1199,1200,122
0,1230,1250,1260,1270,1280,1300,1320
1183 IF w1>12 THEN ON <m1-12> GOSUB 1340
1360,1380,1390,1420
1184 y=y+1
1185 LOCATE#1,2,y-PRINT#1,3 PRINT#1,STRING
$(25,255) PENV1,1
1186 RETURN
1187 LOCATE#1,2,y-PRINT#1,"Go to ",w$(m5
)>:RETURN
1188 LOCATE#1,2,y PRINT#1,"Kill ",r$(m5)
RETURN
1189 LOCATE#1,2,y PRINT#1,"Search ",w$(m
5)>:RETURN
1200 LOCATE#1,2,y PRINT#1,"Steal ",r$(m5
)>y=y+1
1210 LOCATE#1,2,y PRINT#1,"From agent ",x
$(w5)-RETURN
1220 LOCATE#1,2,y PRINT#1,"Hide ",r$(m5)
RETURN
1230 LOCATE#1,2,y PRINT#1,"Transfer ",r$(
m5),y=y+1
1240 LOCATE#1,2,y PRINT#1,"To agent ",r$(
m5)-RETURN
1250 LOCATE#1,2,y PRINT#1,"Change status
to ",r$(m5)-RETURN
1260 LOCATE#1,2,y PRINT#1,"Switch HOMING
-BEACON ",r$(m5)-RETURN
1270 LOCATE#1,2,y PRINT#1,"Explode MIND-
BOMB" RETURN
1280 LOCATE#1,2,y PRINT#1,r$(m5), " captu
red" y=y+1
1290 LOCATE#1,2,y PRINT#1,"in ",w$(m6)-R
ETURN
1300 LOCATE#1,2,y PRINT#1,r$(m5), " locat
ed" y=y+1
1310 LOCATE#1,2,y PRINT#1,"in ",w$(m6)-R
ETURN
1320 LOCATE#1,2,y PRINT#1,"SCHEINSTEIN
was seen on" y=y+1
1330 LOCATE#1,2,y PRINT#1,"DAY",m5,"in "
,w$(m6)-RETURN
1340 LOCATE#1,2,y PRINT#1,"I have got ",r
$(m5),y=y+1
1350 LOCATE#1,2,y PRINT#1,"From " x$(m6)
RETURN
1360 LOCATE#1,2,y PRINT#1,"I have not go
t" y=y+1
1370 LOCATE#1,2,y PRINT#1,r$(m5)-RETURN
1380 LOCATE#1,2,y PRINT#1,"Goods have be
en stolen" RETURN
1390 LOCATE#1,2,y PRINT#1,"Message stopp
ed on DAY",m4,y=y+1
1400 IF md=1 THEN LOCATE#1,2,y-PRINT#1,"
Contents not available" :RETURN
1410 m6=m5-md=md-1 GOSUB 1020 RETURN
1420 LOCATE#1,2,y PRINT#1,"Message passe
d on DAY",m4,y=y+1
1430 IF md=1 THEN LOCATE#1,2,y PRINT#1,"
"
1440 m6=m5 md=md-1 GOSUB 1020 :RETURN
1450 *** * * * * * * * * * * * * * * * *
1460 REM ** Give Orders ** *
1470 *** * * * * * * * * * * * * * * * *
1480 1$=" " m5=0 GOSUB 168 LOCATE#1,2,P
RINT#1,P$(P,1)," DAY",day
1490 LOCATE#1,2,4 PRINT#1,"OUTGOING ORDE
R'S"
1500 LOCATE#1,2,6-PRINT#1,"PRESS KEY FOR
YOUR AGENT"
1510 k$=INKEY$ IF k$="" THEN 1510
1520 IF k$=" " THEN RETURN
1530 IF k$="a" AND k$<"z" THEN m2=RSC
L$,y=96 GOTO 1560
1540 IF k$="0" AND k$<"9" THEN m2=RSC
L$,y=21 GOTO 1560
1550 GOTO 1510
1560 IF RSC$(n$(m2,4))=0 THEN 1510
1570 LOCATE#1,2,7 PRINT#1,MID$(P$(P,1),5
), " TO ".y$(m2)
1580 LOCATE#1,2,8 PRINT#1,"KEY 1 Go to
city"
1590 LOCATE#1,2,9 PRINT#1,"KEY 2 Kill a
Sent"
1600 LOCATE#1,2,10 PRINT#1,"KEY 3 Searc
h city"
1610 LOCATE#1,2,11 PRINT#1,"KEY 4 Steal
object"
1620 LOCATE#1,2,12 PRINT#1,"KEY 5 Hide
object"
1630 LOCATE#1,2,13 PRINT#1,"KEY 6 Trans
fer object"
1640 LOCATE#1,2,14 PRINT#1,"KEY 7 Chang
e status"
1650 LOCATE#1,2,15 PRINT#1,"KEY 8 Switc
h BEACON"
1660 LOCATE#1,2,16 PRINT#1,"KEY 9 Expl
ode MIND-BOMB"
1670 k$=INKEY$ IF k$="" THEN 1670
1680 IF k$="1" OR k$="9" THEN 1670
1690 m1=VAL(k$)
1700 FOR k=2 TO 9
1710 LOCATE#1,2,7+k PRINT#1,""
1720 NEXT
1730 LOCATE#1,2,8 PRINT#1,""
LOCATE#1,2,8
1740 ON VAL(k$) GOSUB 1840,1850,1860,187
0,1880,1890,1900,1910,1920
1750 m3=0 m4=0
1760 m2=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(
m4)+CHR$(m5)+CHR$(m6)
1770 IP F=2 THEN from=25 ELSE from=18
1780 type=0 de=RSC(n$(m2,1)) GOSUB 2360
1790 IP k$="X" THEN GOTO 1480
1800 RETURN
1810 **** * * * * * * * * * * * * * * * *
1820 REM ** Parameter Selection ** *
1830 **** * * * * * * * * * * * * * * * *
1840 PRINT#1,"Go to ..." GOTO 1930
1850 PRINT#1,"Kill ..." GOSUB 2020 m5=9
LOCATE#1,7,8 PRINT#1,x$(m5)-RETURN
1860 m5=RSC(n$(m2,1)) PRINT#1,"Search ",
w$(m5)-RETURN
1870 PRINT#1,"Steal ..." GOSUB 2120-LOC
ATE#1,8,8-PRINT#1,r$(m5)-LOCATE#1,2,9 P
RT#1,"from agent ..." GOSUB 2020 m6=a9 L
OCATE#1,13,9 PRINT#1,x$(m5)-RETURN
1880 PRINT#1,"Hide ..." GOSUB 2110 LOCAT
E#1,7,8 PRINT#1,r$(m5)-RETURN
1890 PRINT#1,"Transfer ..." GOSUB 2110 L
OCATE#1,11,9 PRINT#1,x$(m5)-RETURN
1900 PRINT#1,"Change status to ..." GOSU
B 2200 LOCATE#1,19,8 PRINT#1,4$(m5)-RETU
RN
1910 PRINT#1,"Switch HOMING-BEACON ..."
GOSUB 2270 LOCATE#1,23,8 PRINT#1,o$(m5)
RETURN

```

# TREACHERY

```

1920 PRINT#1,"Explode MIND-BOMB" RETURN
1930 I=6:m5=RSC(M$W2,1)>FOR k=1 TO 8
1940 IF MID$(m5,k,1)>IF k==" " THEN
1941 -k=8 GOTO 1960
1950 LOCATE#1,2,10:k PRINT#1,"KEY",k,m5,
RSC(k$)=64)
1960 NEXT
1970 k$=INKEY$: IF k$==" " THEN 1970
1980 IF k$="1" OR k$>RIGHT$(STR$(1),1)>
THEN 1970
1990 GOSUB 2320
2000 m5=RSC(MID$(m5$),VAL(k$),1)>-64 L
OCATE#1,2,9 PRINT#1,m5$ RETURN
2010 REM #4 key in Agent #4
2020 LOCATE#1,2,11 PRINT#1,"PRESS KEY FOR
AGENT"
2030 k$=INKEY$: IF k$==" " THEN 2030
2040 IF k$="a" AND k$="z" THEN a=RSC(
k$)-96 GOTO 2070
2050 IF k$="d" THEN k$= > THEN a=RSC(
k$)-121 GOTO 2070
2060 GOTO 2030
2070 IF RSC(n$ a$)4>0 THEN 2030
2080 I=1 GOSUB 2320
2090 RETURN
2100 REM #4 Key in Object #3
2110 FOR k=1 TO 3
2120 LOCATE#1,2,10+k PRINT#1,"KEY",k,a$,
k
2130 NEXT
2140 IF INKEY$: IF k$==" " THEN 2140
2150 IF k$="1" OR k$="3" THEN 2140
2160 m5=VAL(k$)
2170 I=3 GOSUB 2320
2180 RETURN
2190 REM #3 key in Status $k
2200 FOR k=1 TO 3
2210 LOCATE#1,2,10+k PRINT#1,"KEY",k,q$(
k)
2220 NEXT
2230 k$=INKEY$: IF k$==" " THEN 2230
2240 IF k$="1" OR k$="3" THEN 2230
2250 GOTO 2160
2260 REM #4 key in ON/OFF $k
2270 LOCATE#1,2,11 PRINT#1,"KEY 1 ON" LO
CATE#1,2,12 PRINT#1,"KEY 2 OFF"
2280 k$=INKEY$: IF k$==" " THEN 2280
2290 IF k$="1" OR k$="2" THEN 2280
2300 m5=VAL(k$)
2310 I=2
2320 FOR k=1 TO 1+I LOCATE#1,2,9+k PRINT
#1,"NEXT-RETUR
RN
2330 *****
2340 REM #1 Message Routing $k
2350 *****
2360 LOCATE#1,2,10 PRINT#1,"Choose route
for message"
2370 LOCATE#1,2,11 PRINT#1,"by Pressing
agent keys"
2380 LOCATE#1,2,13 PRINT#1,"Destination
of message"
2390 LOCATE#1,2,14 PRINT#1,"Will end rou
te entry"
2400 LOCATE#1,2,16 PRINT#1,"SPACE will c
ancel."
2410 LOCATE#1,2,17 PRINT#1,"Longest rout
e = 3 agents"
2420 k$=INKEY$: IF k$==" " THEN 2420
2430 IF (k$="0" OR k$="9") AND (k$="a" O
R k$="z") AND k$(>" " THEN GOTO 2420
2440 IF k$==" " THEN k$="X":RETURN
2450 I=8 GOSUB 2320
2460 a$="" n=0 GOTO 2480
2470 k$=INKEY$: IF k$==" " THEN 2470
2480 IF k$==" " THEN I=8:GOSUB 2320 GOTO
2360
2490 IF k$=="0" AND k$="9" THEN k=RSC(k
$)-121 GOTO 2520
2500 IF k$="a" AND k$="z" THEN k=RSC(k
$)-96 GOTO 2520
2510 GOTO 2470
2520 IF RSC(m$k,1)>0 THEN 2470
2530 c=RSC(m$k,1)>LOCATE#1,2,10+n PRIN
T#1,x(k$)," ",n,c$)
2540 n=n+1 a$=a$+CHR$(k$) IF c=d AND (t
p=1 OR k=m2) THEN GOTO 2580
2550 IF n=8 THEN LOCATE#1,2,9-PRINT#1,CH
R$(24), " THIS ROUTE IS TOO LONG ",CHR$(2
4) FOR k=1 TO 500 NEXT I=8 GOSUB 2320 LO
CATE#1,2,9 PRINT#1," "
2560 :GOTO 2360
2560 IF INKEY$(" ") THEN 2560
2570 GOTO 2470
2580 I=8 GOSUB 2320 LOCATE#1,2,10 PRINT#
1,"MESSAGE TO BE SENT VIR" FOR k=0 TO 2
LOCATE#1,2,12+k
2590 FOR j=1 TO 3
2600 IF k+j>n THEN GOTO 2630
2610 a$=RSC(MID$(a$,k+j,1))
2620 PRINT#1,a$,(a$)," "
2630 NEXT-NEXT
2640 SOUND 7,200,25-5
2650 LOCATE#1,2,17 PRINT#1,CHR$(24), " KE
Y CLEAR, COPY OR ENTER",CHR$(24)
2660 IF INKEY(9)>-1 THEN GOSUB 7620 GOT
O 2700
2670 IF INKEY(18)>-1 THEN 2700
2680 IF INKEY(47)>-1 THEN RETURN
2690 GOTO 2660
2700 LOCATE#1,2,17 PRINT#1,"THE MESSAGE
IS BEING SENT"
2710 a$=(3,stack)>n$+
2720 *****
2730 REM *Message Interception*
2740 *****
2750 e=0 a$=1+a$ n=LEN(a$)-FOR k=1 TO n
2760 a$=RSC(MID$(a$,k,1)) tt=RSC(n$a$,1
))
2770 IF e=1 OR VAL(MID$(a$,from),tt,1)>>
1 THEN e=1 GOTO 2840
2780 orank=RSC(n$a$,p+1)) erank=RSC(n$a
$,q+4))
2790 IF orank>erank THEN GOTO 2840
2800 e=RSC(MID$(f$(2,a$),5,1))-IF z>0
AND RSC(MID$(f$(2,a$),1)+5,1))=stack THE
N GOTO 2840
2810 lm=lm+1 f$(2,a$)=LEFT$(f$(2,a$),4)+
CHR$(lm+1) MID$(f$(2,a$),6)
2820 f$(2,a$)=LEFT$(f$(2,a$),lm+4)+CHR$(c
stack)+MID$(f$(2,a$),lm+6)
2830 IF RSC(n$a$,q,4))>1 THEN e=1 IF k=n
AND RSC(LEFT$(n$,1))>10 AND RSC(n$a$,q,4
))>2 THEN e=0
2840 from=tt
2850 NEXT
2860 IF RSC(LEFT$(n$,1))>9 OR e=1 THEN z
900
2870 IF orank=0 THEN 2900
2880 IF orank<erank AND RSC(n$a$,5)<-9
THEN 2900
2890 n$=a$,5)=CHR$(stack)

```

## TREACHERY

## TREACHERY

```

STRING# "J\143." "+CHR\$(-14 -CHR\$(-143)+C
H\$(-212)+"2"+CHR\$(-214)+STRINGS\$(-143)
3770 u\$(-1,0) =\$TINTINGS\$(-6," "+")"+$TINTINGS\$(
3,-142)+$TINTINGS\$(-8," ", u\$(-1,0)=u\$(-1,6)
3780 u\$(-1,7) =\$"3"+$TINTINGS\$(-19,-143, u\$(-1,8)
u\$(-1,7))
3790 u\$(-1,10) =\$"2"+$TINTINGS\$(-3,-143)+CHR\$(-21
2)+"3"+CHR\$(-214)+CHR\$(-143)+CHR\$(-212)+"
+LINTINGS\$(-3,-143," "+CHR\$(-213)+CHR\$(-143+
CHR\$(-215)+"2"+CHR\$(-213)+$TINTINGS\$(-3,-143)
3900 u\$(-1,11) =\$"2"+$TINTINGS\$(-2,-143)+CHR\$(-21
2)+"3"+CHR\$(-214)+CHR\$(-142)+CHR\$(-212)+"2"
+CHR\$(-214)+"3"+$TINTINGS\$(-3,-143," "+"
+CHR\$(-215)+"3"+CHR\$(-213)+CHR\$(-143)+CHR\$(-21
5)+"2"+CHR\$(-213)+$TINTINGS\$(-2,-143)
3810 u\$(-1,12) =\$"2"+CHR\$(-143)+CHR\$(-212)+"2"+CHR
\$(-214)+CHR\$(-143)+CHR\$(-212)+"2"+CHR\$(-21
2)+CHR\$(-143)+CHR\$(-3,-143)+$TINTINGS\$(-3,-143)
3820 u\$(-1,13) =\$"2"+CHR\$(-212)+"3"+CHR\$(-214
)+CHR\$(-143)+CHR\$(-212)+"2"+CHR\$(-214)+STR
INGS\$(-2,-143," "+$TINTINGS\$(-3,-143," "+"
+STRINGS\$(-2,-143,+CHR\$(-215)+"3"+CHR\$(-213)
+CHR\$(-143)+CHR\$(-215)+"2"+CHR\$(-212)
3930 u\$(-1,14) =\$"3"+CHR\$(-214)+CHR\$(-143)+CH
R\$(-212)+"2"+CHR\$(-214)+$TINTINGS\$(-3,-143)+"5"
+" "+$TINTINGS\$(-3,-143," "+"2"+$TINTINGS\$(-3,-14
3)+CHR\$(-215)+"3"+CHR\$(-213)+CHR\$(-143)+CHR
\$(-145)
3940 l\$=STRINGS\$(-19,-143)
3950 FOR I=1 TO 14
3960 u\$(-2,1)=l\$
3970 NEXT
3980 MID\$((u\$(-2,2),16,2)=CHR\$(-251)+CHR\$(-2
53))
3990 MID\$((u\$(-2,3),16,2)=CHR\$(-252)+CHR\$(-2
54))
3990 REM r\$=" b\$="" c\$="" d\$="" e\$="" f
\$="" b1\$="" g\$="" h\$="" i\$="" j\$="" k\$="" "
1\$="" y\$="" z\$="" m\$="" "
3910 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
3920 REM ## Print F1a\$ss 木木
3930 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
3940 P=2:x=20:y=7
3950 GOSUB 2940
3960 P=1:x=3:y=11
3970 GOSUB 2940
3980 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
3990 REM ## Read Various Strings 木木
4000 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4010 DIM P(2,2)
4020 READ l$,P(1,1),P(2,1)
4030 READ l$,P(1,2),P(2,2)
4040 DIM o\$(2,2),q\$(3,3),r\$(3,3)
4050 DIM s\$(3,15)
4060 PERD o\$(1,0),o\$(2,0)
4070 READ q\$(1,0),q\$(2,0),q\$(3,0)
4080 READ r\$(1,0),r\$(2,0),r\$(3,0)
4090 DIM w\$(36,5),y\$(2,36)
4100 FOR L=1 TO 26:n\$((L,1)=CHR\$(-1))NEXT
L
4110 FOR K=27 TO 31:n\$((K,1)=CHR\$(-18))NEXT
K
4120 FOR K=32 TO 36:n\$((K,1)=CHR\$(-25))NEXT
K
4130 FOR L=1 TO 36 FOR J=2 TO 5:n\$((L,J)=
CHR\$(-32))NEXT:NEXT
4140 w\$("") FOR k=1 TO 13:w\$=w\$+CHR\$(-9, H
EXT
4150 RNDRANDOMIZE TIME FOR I=1 TO 36
4160 READ r\$
4170 c=INT(RND(436)+1) IF ABS(r\$)<255 THEN
GOTO 4170
4180 n\$((c,2)=CHR\$(-1))n\$((c,3)=CHR\$(-1))
4190 f\$((1,c)=CHR\$(-1)+n\$((c,3)+n\$((c,4)=CHR\$(-1))
4200 IF (a\$=1 AND b\$=0) OR (a\$=0 AND b\$=1) T
HEN f\$((1,c)=CHR\$(-3)+n\$((c,4)=CHR\$(-3))
4210 f\$((2,c)=f\$((1,c))
4220 n\$((c,5)=CHR\$(-8))
4230 HEXT
4240 DIM g\$((2,0),g\$((6,5),g\$((4,2))
4250 BORDER 20
4260 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4270 REM 1\$s Read Cities & Agents 木木
4280 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4290 DIM u\$((26),y\$((36))
4300 FOR I=1 TO 26
4310 READ u\$((I)),y\$((I))
4320 HEXT
4330 FOR k=27 TO 36
4340 READ v\$((k))
4350 NEXT
4360 DIM z\$((26))
4370 FOR I=1 TO 26
4380 READ y\$((I))
4390 NEXT
4400 BORDER 6
4410 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4420 REM 4\$ City to City Distance 木木
4430 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4440 DIM z\$((26)) QOSUB 7800
4450 QOSUB B100 FILE #4 Screen Copy M-C
4460 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4470 REM #4 Game Start 木木
4480 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4490 BORDER 24 zzz=FREE("),
4500 day=3
4510 BORDER 26
4520 stack=1
4530 P=1
4540 r=INT(RND(426)+1) IF r=18 OR r=25 THE
N 4540
4550 s\$((1))=r schwag=0
4560 FOR J=1 TO 5 GOSUB 6210-NEXT
4570 r=INT(RND(426)+1) IF r=16 OR r=25 THE
N 4570
4580 bt\$((0)=btloc=r
4590 r=INT(RND(426)+1) IF r=18 OR r=25 OR
r=btloc THEN 4590
4600 bca\$((0)=bcloc=r bcon=2
4610 wanloc=INT(RND(426)+1)
4620 ex\$((0)=
4630 GOTO 4900
4640 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4650 REM ## Print Agent Ranks 木木
4660 ' $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
4670 GOSUB 160
4680 LOCATE#1,2,2 PRINT#1,MID\$((P\$((P,1),1
,4)),"RANK & AGENT DAY",day
4690 PENN1,3
4700 y=4 x=2
4710 FOR k=1 TO 36
4720 1\$F AGC\$((1,1))=0 OR (1\$F AGC\$((1,1))>
0) THEN GOTO 4770
4730 a\$=AGC\$((1,1),P+1))
4740 LOCATE#1,4,y PRINT#1,a\$((1,k))
4750 y=y+1
4760 IF y=16 THEN y=4 ,x=14
4770 HEXT
4780 PENN1,1

```

## TREACHERY

```

4790 GOTO 498
4800 REM *** List Agent Reports ***
4810 LOCATE#1,2,2 PRINT#1,MID$KP$(P,1,1
4820 GOSUB 160
4840 LOCATE#1,2,2 PRINT#1,MID$KP$(P,1,1
4850 J=4 X=2
4860 FOR K=1 TO 36
4870 IF ASC$(M$K,K,4)>0 THEN GOTO 4930
4880 OR ANK=ASC$(M$K,P+1)
4890 OR ANK=ASC$(M$K,K,4-P))
4900 IF OR ANK<=0 OR ASC$(M$K,P+1,K)
4910 J=0 THEN GOTO 4930
4910 LOCATE#1,X,Y PRINT#1,X$K>," ",ASC
NID$Y$&X$K,5,1>
4920 Y=Y+1 IF Y=15 THEN Y=4 X=14
4930 NEXT
4940 GOTO 490
4950 *****
4960 REM ** Player Turn Reports **
4970 *****
4980 REPORTS=0:GOSUB 230
4990 IF REPORTS=5 THEN GOTO 5200
5000 GOSUB 160
5010 IF DAY=3 THEN GOTO 5200
5020 LOCATE#1,2,2:PRINT#1,P$K,P,1>," DRY"
,day
5030 LOCATE#1,Z,3:PRINT#1,"YESTERDAY'S F
IELD REPORTS"
5040 LOCATE#1,2,6:PRINT#1,"KEY 1 List at
1 agents"
5050 LOCATE#1,2,7 PRINT#1,"      and the
ir rank"
5060 LOCATE#1,2,9 PRINT#1,"KEY 2 List at
ents with"
5070 LOCATE#1,2,10:PRINT#1,"      report
s to send and"
5080 LOCATE#1,2,11 PRINT#1,"      how ma
ny reports"
5090 LOCATE#1,2,13 PRINT#1,"KEY 3 Call i
n a report"
5100 LOCATE#1,2,15 PRINT#1 "KEY 4 Finish
with reports"
5110 LOCATE#1,2,16 PRINT#1,"      Give t
oday's orders"
5120 IF K$="" THEN GOTO 5120
5130 IF K$="1" OR K$="4" THEN GOTO 5120
5140 IF K$="1" THEN GOSUB 4670 GOTO 4990
5150 IF K$="2" THEN GOSUB 4630 GOTO 4990
5160 IF K$="3" THEN GOSUB 560 REPORTS=0
5170 *****
5180 REM ** Player Turn Orders **
5190 *****
5200 ORDERS=0
5210 IF ORDERS=3 THEN GOTO 5350
5220 GOSUB 160
5230 LOCATE#1,2,2 PRINT#1,P$(P,1),," DRY"
,day
5240 LOCATE#1,2,4 PRINT#1,"TODAY'S ORDER
S"
5250 LOCATE#1,2,6 PRINT#1,"KEY 1 List at
1 agents"
5260 LOCATE#1,2,7 PRINT#1,"      and the
ir rank"
5270 LOCATE#1,2,9 PRINT#1,"KEY 2 Give an
order"
5280 LOCATE#1,2,11 PRINT#1,"KEY 3 Finish
with orders"
5290 LOCATE#1,2,12 PRINT#1,"      Operat
ions over"
5300 LOCATE#1,2,13 PRINT#1 "      until
tomorrow"
5310 IF K$=INKEY$ IF K$="" THEN 5310
5320 IF K$="1" OR K$="3" THEN 5310
5330 IF K$="1" THEN GOSUB 4670 GOTO 5210
5340 IF K$="2" THEN GOSUB 1480 ORDERS=0
5350 P=P+1 IF P>0 THEN GOTO 4980
5360 *****
5370 REM ** End of Day LK
5380 *****
5390 GOSUB 5550
5400 DAY=DAY+1
5410 FOR K=1 TO 16
5420 S$(K,1)=SS$(Z,K)
5430 S$(K,2)=SS$(K,4)+MS$
5440 NEXT STACK=1
5450 MS="" FOR K=1 TO 13 MS=MS+CHR$(0) N
EXT
5460 FOR K=1 TO 36
5470 F$(1,K)=F$(Z,K)
5480 F$(Z,K)=MS(K,4)+MS$
5490 NEXT
5500 P=1
5510 GOTO 4980
5520 *****
5530 REM ** Execute Orders **
5540 *****
5550 CLS
5560 GOSUB 160
5570 LOCATE#1,2,2:PRINT#1,"END OF DAY";>
,AS,CHR$(0)," 's TREACHERY"
5580 GOSUB 5210
5590 FOR K=1 TO 6 FOR J=1 TO 5 O(K,J)=0
NEXT NEXT
5600 NO=0
5610 FOR K=1 TO 36
5620 O1=ASC(M$K,P,1) IF O1=0 THEN GOTO 5
700
5630 NO=NO+1
5640 O1=ASC(LEFT$(S$(3,O1),1))
5650 O2=ASC(MID$(S$(3,O1),2,1))
5660 O3=ASC(MID$(S$(3,O1),5,1))
5670 O4=ASC(MID$(S$(3,O1),6,1))
5680 O5=ASC(MID$(S$(3,O1),8,1))
5690 MS(K,3)=CHR$(O1)
5700 NEXT
5710 J=4
5720 FOR O1=1 TO NO IF O(O,1)=9 THEN GOSU
B 6350
5730 NEXT
5740 FOR O1=1 TO NO IF O(O,1)=1 THEN GOSU
B 6520
5750 NEXT
5760 FOR O1=1 TO NO IF O(O,1)=5 THEN GOSU
B 6630
5770 NEXT
5780 FOR O1=1 TO NO IF O(O,1)=6 THEN GOSU
B 6750
5790 NEXT
5800 FOR O1=1 TO NO IF O(O,1)=3 THEN GOSU
B 6980
5810 NEXT
5820 FOR O1=1 TO NO IF O(O,1)=4 THEN GOSU
B 7210
5830 NEXT
5840 FOR O1=1 TO NO IF O(O,1)=2 THEN GOSU
B 7290
5850 NEXT
5860 FOR O1=1 TO NO IF O(O,1)=8 THEN GOSU

```

11 CONTINUED

# TREACHERY

```

5 7440
5870 HENT
5880 FOR o=1 TO no IF o(o,1)>? THEN GOSU
6 7520
5890 NEXT
5900 FOR k=1 TO 36
5910 IF ASC(MID$(f$(2,k),2,1))>0 THEN f$(
2,k)=LEFT$(f$(2,k),4)+CHR$(ASC(MID$(f$(
2,k),3,1))+1)+MID$(f$(2,k),6)
5920 NEXT
5930 LOCATE#1,2,y PRINT#1,"3 days ago SC
HIE1NSTEIN".y=y+1
5940 LOCATE#1,2,y PRINT#1,"Was seen in "
"/u$(s(4))".y=y+1
5950 IF bcon=2 THEN GOTO 5970
5960 LOCATE#1,2,y PRINT#1,"BEACON ON IN "
"/u$(bloc)".y=y+1
5970 IF btas=0 THEN GOTO 6000
5980 LOCATE#1,2,y PRINT#1,"FIRING BUTTON
detected".y=y+1
5990 LOCATE#1,2,y PRINT#1,"in ",u$(btloc
),y=y+1
6000 IF expIod1 THEN GOTO 6120
6010 d=VAL(MID$(z$(manloc),bloc,1))
6020 IF d=0 AND bcon=1 THEN GOTO 6110
6030 n=0.FOR k=1 TO 8
6040 IF MID$(y$(manloc),k,1)<>" " THEN n
=n+1
6050 NEXT
6060 r=INT(RND(n)+1
6070 IF bcon=2 THEN manloc=ASC(MID$(y$(c
+anloc),r,1))-64 GOTO 6110
6080 c=ASC(MID$(y$(manloc),r,1))-64
6090 IF VAL(MID$(z$(c),bloc,1))=d THEN
GOTO 6060
6100 manloc=c
6110 LOCATE#1,2,y PRINT#1,"MANROID in "
"/u$(manloc)".y=y+1
6120 IF s(1)>10 AND s(1)>25 THEN GOTO
490
6130 IF s(1)=18 THEN LOCATE#1,2,y PRINT#
1,"SCHWEINSTEIN IN LONDON".y=y+2 LOCATE
#1,2,y PRINT#1,"M16 HAVE WON THE GAME".P=
1
6140 IF s(1)=25 THEN LOCATE#1,2,y PRINT#
1,"SCHWEINSTEIN IN MOSCOW".y=y+2 LOCATE
#1,2,y PRINT#1,"THE KGB HAVE WON THE GAME
".P=
2
6150 REM
6160 GOTO 6160
6170 STOP
6180 ' ***** Move Schweinstein ****
6190 REIN *** Move Schweinstein ***
6200 ' ***** Move Schweinstein ****
6210 FOR k=4 TO 2 STEP-1
6220 s(k)=u(k-1)
6230 NEXT
6240 IF schwa9>0 THEN RETURN
6250 n=0.FOR k=1 TO 8
6260 IF MID$(y$(s(1)),k,1)<="" THEN n=n+
6270 NEXT
6280 r=INT(RND(n)+1
6290 c=ASC(MID$(y$(s(1)),r,1))-64
6300 IF c<=3 OR c>18 OR c>25 THEN 6280
6310 s(1)=c RETURN
6320 '
6330 REM ** Explode Mindbombs **
6340 '
6350 IF expIod1 THEN RETURN
6360 IF a9=o(o,2) IF btas>a9 THEN ob=2 GOT
0 6900
6370 LOCATE#1,2,y PRINT#1,"MIND-BOMB EXP
lodes in".y=y+1
6380 LOCATE#1,2,y PRINT#1,u$(manloc).y=
y+1
6390 IF manloc=18 THEN y=y+1 LOCATE#1,2,
y PRINT#1,"THE KGB HAVE WON THE GAME".P=
2 GOTO 6150
6400 IF manloc=25 THEN y=y+1 LOCATE#1,2,
y PRINT#1,"M16 HAVE WON THE GAME".P=1-GO
TO 6150
6410 FOR k=1 TO 36
6420 IF ASC(n$(k,1))>manloc THEN 6470
6430 n$(k,4)=CHR$(0)
6440 IF btas=k THEN btas=0
6450 IF bca9=k THEN bca9=0
6460 IF schwa9=k THEN schwa9=0
6470 NEXT
6480 exlod1 RETURN
6490 ' ***** Explode ****
6500 REM ** Go to City **
6510 ' ***** Explode ****
6520 a9=o(o,2)-ob=o(o,3)
6530 IF ASC(n$(a9,4))>0 THEN RETURN
6540 u$(a9,1)=CHR$(c)
6550 IF btas=a9 THEN bloc=c
6560 IF bca9=a9 THEN bloc=c
6570 IF schwa9=a9 THEN s(1)=c
6580 LOCATE#1,2,y PRINT#1,"x(a9)".y=y+1
6590 y=y+1 RETURN
6600 ' ***** Explode ****
6610 REM ** Hide Object **
6620 ' ***** Explode ****
6630 a9=o(o,2)-ob=o(o,3)
6640 IF ASC(n$(a9,4))>0 THEN RETURN
6650 ON ob GOTO 6660,6680,6700
6660 IF schwa9>a9 THEN GOTO 6900
6670 ' ***** Hide ****
6680 IF bca9>a9 THEN GOTO 6900
6690 btas=0 RETURN
6700 IF btas>a9 THEN GOTO 6900
6710 bca9=0 RETURN
6720 ' ***** Transfer Object ****
6730 REM ** Transfer Object **
6740 ' ***** Transfer Object ****
6750 a9=o(o,2)-ob=o(o,3)-tol=o(o,4) IF a
9=tol THEN RETURN
6760 IF ASC(n$(a9,4))>0 OR ASC(n$(tol,4
))>0 THEN RETURN
6770 fc=ASC(n$(a9,1)) tc=ASC(n$(tol,1))
6780 IF MID$(z$(fc),tc,1)>"1" THEN RETUR
N
6790 ON ob GOTO 6800,6830,6860
6800 IF schwa9>a9 THEN GOTO 6900
6810 schwa9=tol s(1)=tc
6820 GOTO 6860
6830 IF btas>a9 THEN GOTO 6900
6840 btas=tol bloc=c
6850 GOTO 6880
6860 IF bca9>a9 THEN GOTO 6900
6870 bca9=tol bloc=c
6880 f$(2,tol)=LEFT$(f$(2,tol),1)+CHR$(1
3)+CHR$(ob)+CHR$(a9)+MID$(f$(2,tol),5)
6890 RETURN
6900 IF o(o,1)=4 THEN GOTO 6930
6910 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(14
)+CHR$(ob)+MID$(f$(2,a9),4)
6920 RETURN
6930 f$(2,tol)=LEFT$(f$(2,tol),1)+CHR$(1
4)+CHR$(ob)+MID$(f$(2,tol),4)
6940 RETURN

```

```

6350 ' *** Search City ***
6360 REM ** Search City **
6370 ' *** Search City ***
6380 a9=o(o,2)-c=o(o,3)
6390 IF ASC(9$+a9,4)>0 THEN RETURN
7000 s1=k FOR k=3 TO 2 STEP-1
7010 IF s(k)<c THEN s1=k
7020 NEXT
7030 IF s1=0 THEN GOTO 7050
7040 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(12)
+CNR$(s1-1,s1)+CHR$(c)-MID$(f$(2,a9),5)
7050 IF s(1)<c THEN GOTO 7100
7060 IF schwag=0 THEN schwag=f$(2,a9)
=LEFT$(f$(2,a9),1)+CNR$(10)+MID$(f$(2,a9),
2,3) 7080
7070 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7080 f$(2,a9)=LEFT$(f$(2,a9),2)+CNR$(1)+CNR$(c)+MID$(f$(2,a9),5)
7090 RETURN
7100 IF btloc<>c OR bta9>0 THEN GOTO 7130
7110 f$(2,a9)=LEFT$(f$(2,a9),1)+CNR$(10)
+CNR$(2)+CHR$(c)+MID$(f$(2,a9),5)
7120 bta9=a9
7130 IF btloc<>c OR bcon=1 THEN RETURN
7140 IF bca9>0 THEN bca9=a9 f$(2,a9)=LEFT
JK(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9),3)
' GOTO 7160
7150 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7160 f$(2,a9)=LEFT$(f$(2,a9),2)+CNR$(3)+CHR$(c)+MID$(f$(2,a9),5)
7170 RETURN
7180 ' *** Steal Object ***
7190 REM ** Steal Object **
7200 ' *** Steal Object ***
7210 to1=o(o,2)-ob=o(o,3)-a9=o(o,4) 1F a
9-to1 THEN FETURN
7220 GOSUB 6760
7230 IF ASC(MID$(f$(2,to1),2,1))>>13 THE
N RETURN
7240 f$(2,a9)=LEFT$(f$(2,a9),1)+CNR$(15)
+MID$(f$(2,a9),3)
7250 RETURN
7260 ' *** Kill Agent ***
7270 REM ** Kill Agent **
7280 ' *** Kill Agent ***
7290 a9=o(o,2)-to1=o(o,3)
7300 IF a9=to1 THEN RETURN
7310 IF ASC(n$(9,4))>0 OR ASC(n$(to1,4))
>0 THEN RETURN
7320 c=ASC(w$(a9,1))
7330 1F ASC(w$(to1,1))>c THEN RETURN
7340 n$(to1,4)=CHR$(0)
7350 IF bta9=to1 THEN bta9=0
7360 IF bca9=to1 THEN bca9=0
7370 IF schwag=0 THEN schwag=0
7380 LOCATE#1,2,y PRINT#1,x$(to1), " is e
liminated"
7390 y=y+1
7400 RETURN
7410 ' *** Switch Beacon ***
7420 REM ** Switch Beacon **
7430 ' *** Switch Beacon ***
7440 a9=o(o,2)-on1=o(o,3)
7450 1F ASC(w$(a9,4))>0 THEN RETURN
7460 IF bca9>a9 THEN ob=3 GOTO 6900
7470 bcon=on1
7480 RETURN
7490 ' *** Screen Copy Machine Code ***
7500 REM ** Change Status **
7510 ' *** Screen Copy Machine Code ***
7520 ag=o(o,2)-p1=o(o,5)
7530 1F ASC(n$(a9,4))>0 THEN RETURN
7540 orrank=ASC(n$(a9,p1+1))
7550 rrank=ASC(n$(a9,4-p1))
7560 IF orrank>rrank THEN RETURN
7570 n$(a9,4)=CHR$(o(o,3))
7580 RETURN
7590 ' *** Hard Copy to Printer ***
7600 REM ** Hard Copy to Printer **
7610 ' *** Hard Copy to Printer ***
7620 PRINT#8,CHR$(13) z=z
7630 FOR k2=5 To 19
7640 FOR k1=11 TO 36
7650 LOCATE k1,z
7660 CALL copYchar,@z,
7670 PRINT#8,CHR$(z),
7680 NEXT
7690 PRINT#8
7700 NEXT
7710 RETURN
7720 ' *** Screen Copy Machine Code ***
7730 REM ** Error Trapping **
7740 ' *** Screen Copy Machine Code ***
7750 LOCATE 1,24 FF INT"Error",ERR,"in LI
NE",ERL
7760 END
7770 ' *** Screen Copy Machine Code ***
7780 REM ** Zw array ** DATA **
7790 ' *** Screen Copy Machine Code ***
7800 RESTORE 7810 FOR k=1 To 26 READ z$(k)
:k=NEXT:RETURN
7810 DATA "03222223233444213111332232"
7820 DATA "301243222112112343323141223"
7830 DATA "1201233232122124321314123"
7840 DATA "2202021221233223111332133"
7850 DATA "2432022323334311122131321"
7860 DATA "233220111323234322123341343"
7870 DATA "2221218131123232312332233"
7880 DATA "32323110421232433233432334"
7890 DATA "22222334033223113221231211"
7900 DATA "31113212301222234222423123"
7910 DATA "31223211310121334233323223"
7920 DATA "4233322221011133343224321"
7930 DATA "41233433222101233443214312"
7940 DATA "4123432221110344343324323"
7950 DATA "21223434123323024321314222"
7960 DATA "1322122313333420212122221"
7970 DATA "344332334433443420233131422"
7980 DATA "133111122223343102122151232"
7990 DATA "13212223232344223101332233"
8000 DATA "121123231233311132103323122"
8010 DATA "333133424322321233012411"
8020 DATA "3113303312212123332204212"
8030 DATA "24421122333444421123244832"
8040 DATA "2211332321233324221423032"
8050 DATA "3222243313011222332113301"
8060 DATA "2331334143232312232122310"
8070 ' *** Screen Copy Machine Code **
8080 REM ** Screen Copy Machine Code **
8090 RESTORE 8160
8110 MEMORY HIMEM-12
8120 copYchar=HIMEM+1
8130 For address=copYchar To copYchar+10
8140 READ byte POKE address,byte
8150 NEXT
8160 DATA 4cd,46d,2bb,2dd,2be,800,2dd,86
6,801,677,4c9
8170 RETURN

```





EGGS

## SKI MASTER

**As the winter sports season hits its peak, C+VG presents *Ski Master* to improve your skills on the slippery slopes.**

**Using the M and N keys you must control the skier on his downward path, avoiding flags, trees, rocks and snowmen. The straighter you ski, the faster your time. Collecting the various docks on the route will also boost your time.**

All underlined text represents  
graphics and so [inv vid]  
= inverse video, A = user-  
defined graphic 'a' and sh7  
= SHIFT + graphic '7'.

Note line 5015 contains five characters of normal Spectrum underline (SYM SHIFT+'0').

• Mark Tuck

10 of 10

- Spectrum 16K

# RECONNAISANCE

## • QL

Reconnaissance is a contrast to the usual shoot-em-up, high speed arcade games. It is a game which requires ingenuity, care and intelligence to successfully complete and can also be extremely addictive.

The basic aim is simple. You are a member of an elite corps whose assignment is to establish the precise location of four high explosive ordnance stores within an enemy camp prior to a bombing raid. You cannot gain admittance to the camp and so can only prowl about the perimeter.

You have divided the enemy camp into an  $8 \times 8$  grid and it is this grid which forms the basis of your strategy. Each side is denoted by a letter, A-D and each grid square by numbers across the bottom and the top.

You cannot see into the camp as your survey will take place at night. The one item of equipment you have with you is a maser rifle which projects a coherent beam of microwave radiation. Around the perimeter of the camp, which is thoughtfully square, you have placed, at equal intervals, small reflective discs which are wired to your maser computer, these discs being identified as numbers on the sides (fig. 1).

The method of determining the precise location of each ordnance dump is as follows: positioning your rifle at the first co-ordinate you fire a shot. The entry position is shown in the window on the left of the screen e.g. A1. This is followed immediately by the exit co-ordinate which is itself determined from the route taken by the maser beam after being fired.

Fig. 2 shows this more clearly. Here it can be seen that an "invisible" ordnance store is centred on 3,4. Because of its size, each "store" overlaps into the surrounding eight squares and firing a beam into any of the eight squares will produce a different exit co-ordinate. The way it works is this:

A beam entering at A2 (top left) hits the store at 2,3, is reflected at right angles to the left and emerges at D3. The display in the left hand window would read 'A2:D3'.

A shot entering at D5 is reflected to the

bottom and would emerge at C2.

Entry at C4 would mean exit at B5 and so on.

However, a direct hit, i.e. entry from A3, B4, C3 or D4 would lead to the message "absorbed" being displayed.

From this information it can be deduced that a store exists centred on 3,4. Hah! Obvious, you might think. But what if a second store exists with its centre on the next but one square as shown in fig. 3? The 'store' on 5,4 is contiguous with the one on 3,4 therefore reflecting the beam straight back out at A4.

Even more sneaky, if another "store" were positioned at 7,7 then a beam entering at B5 would bounce at right angles downwards where, at 6,6 it would encounter the top left of the third 'store' and be reflected yet again through ninety degrees bringing the beam back to its original path but displaced by one row downward.

For that manoeuvre the display would read: B5 (entry) : D6 (exit).

If a beam were aimed from C6 then, as it encountered an obstruction so close to the point of origin, it would re-emerge at the same point...

Since the game uses a total of four "stores", the possible combinations are truly mind boggling. Surprisingly, it's not that difficult when you've become used to it!

For each "shot" your score increases by one and the aim is to complete the game with the fewest possible tries. When you think you've located every single store you press <ESC> and a small prompt appears in the window below the grid asking for, first, the x co-ordinate and then the y co-ordinate of each of the four "stores". If you have it right then congratulations are offered but a wrong guess simply tells you you're wrong but does not specify how! Thus you are left to try and eliminate the possibilities.

The game does not allow you to try the same (or a reverse) co-ordinate twice; therefore a pencil is a very useful adjunct when playing this.

The screen display is organised into four windows, the largest of which holds the Grid plan and looks like figure 4. You are

repr  
whi  
drov  
seri  
arran  
thei  
Lin  
direc  
(108  
func

Fig. 1

1  
2  
3  
4  
5  
6  
7  
8

Fig. 3

1  
2  
3  
4  
5  
6  
7  
8

represented by a turtle graphics arrow which has a handy advantage over a line drawn figure. The turtle draws the arrow in a series of four movements (fig. 5) and the arrow will appear pointing the way in which the turtle is aimed.

Lines 1170 to 1290 draw the arrow and the direction is set by the procedure "Gun" (1080 to 1120) which in turn calls three functions, Gun\_x, Gun\_y and Gun\_r which

return the x and y position and the initial rotation.

The program uses windows, circles, blocks, filled shapes and turtles. In addition, the not inconsiderable calculating and data manipulation power of the QL is used extensively.

Happy spring!

- Ian Kennedy, Ian Williams and Steven Hollywood

Fig. 1

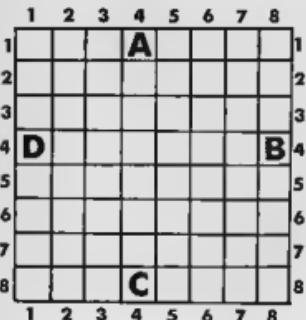


Fig. 2

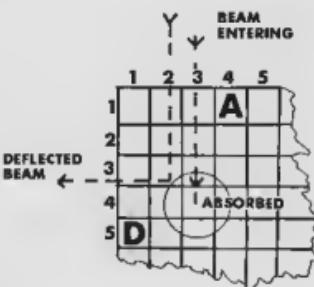
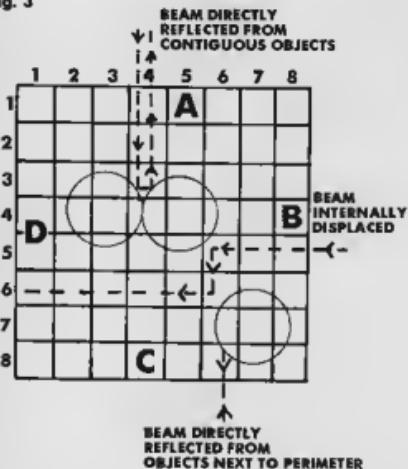
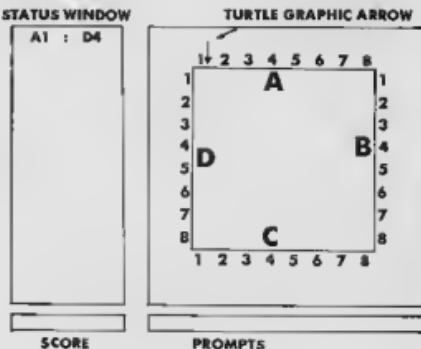


Fig. 1



Ela 1



## RECONNAISANCE

## RECONNAISANCE

# OPERATION KRISTOS

## • BBCB

A strange alien ship has been picked up on radar heading towards the Earth.

After three days it goes into orbit and fails to respond to radio messages. A preliminary scan reveals a large carbon dioxide laser aimed at Landan.

The Royal Navy attacks but all ships are lost when a strange wave of pink light radiates out from the ship.

Now the plan has been decided. A Space Marine must dock with the ship, plant a large mine and then teleport back before it explodes. Only then can the Earth be saved from the alien menace that hangs overhead.

You have been chosen for the mission and dock with the ship armed with only a teleport bracelet and a limpet mine that must be attached to the laser to ensure maximum destruction.

The following commands may be used but there are more: GET, DROP, INVENTORY, SCORE, EXAMINE, TELEPORT, PRIME (for the mine).

To move, use the following abbreviations: N -to go North, S -to go South, E -to go East, W -to go West, U -to go Up, D -to go Down.

Any other word may be abbreviated to four letters.

The symbol, which appears in a number of lines, is the up-arrow. This is to the right of i= on the keyboard.

• JW Reynling

iD DATA "YOU'RE IN YOUR SPACESHIP BUT IT HAS BEENWRECKED PROBABLY WHEN LANDIN G ON AUTO PILOT. AN EXIT LEADS NORTH"

2D DATA "YOU ARE STANDING IN A SHINY, METALLIC VACUUM TUBE. YOU CAN GO NORTH AND SOUTH"

3D DATA "YOU'RE STANDING IN A AIRLOCK . TO THE WEST IS A SHINY DOOR. TO THE SOUTH IS A CORRIDOR. THE DOOR HAS NO VIS IBLE MEANS OF BEING OPENED."

4D DATA "YOU ARE IN A STEEL CORRIDOR. THERE IS A SIDE EXIT TO THE EAST AND TH LEADS NORTH AND SOUTH."

5D DATA "YOU ARE IN A DARK STOREROOM. IT IS EXTREMELY COLD AND SMELLY IN HERE. THE ONLY EXIT IS TO THE NORTH."

6D DATA "YOU ARE STANDING ON A METAL DRILL ABOVE A CHANNEL IN THE FLOOR ABOUT 6 INCHES BELOW. THERE IS AN EXIT NORTHWARDS OVER THE GRILL AND A CORRIDOR LEA DS SOUTH."

7D DATA "YOU ARE ON THE FLIGHT DECK O F THE SHIP. A LARGE VISUAL DISPLAY SHOWS A PICTURE OF THE EARTH AND TO YOUR LEF T IS A CONTROL PANEL. EXITS LEAD NOR

TN, SOUTH & EAST."

8D DATA "YOU'RE IN THE CONTROL ROOM. A LARGE BANK OF COMPUTERS ADORN THE NORTH WALL. EXITS LEAD EAST AND WEST."

9D DATA "YOU ARE IN THE REST ROOM. THE RE IS A BED HERE AND A SMALL, BEDSIDE TAB LE. AN SINGLEEXIT LEADS WEST."

10D DATA "YOU'RE IN THE CAPTAIN'S CABI N. RICH, SOFT CARPET COVERS THE FLOOR AND THE WALLS ARE TASTEFULLY PAINTED IN LI GHT SHADES. THERE IS A LARGE BED TO THE LEFTHAND SIDE. THE ONLY EXIT IS TO THE SOUTH"

11D DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUNDYOU ARE LARGE BANKS OF LEAD ACID BATTERIES. THERE IS A DISTINCT SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITSLEAD EAST AND SOUTH."

12D DATA "YOU'RE IN A SPARSE ROOM. A KIT LEADS EAST AND A RUBBISH CHUTE GOE S DOWN THROUGH THE FLOOR."

13D DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE SOUTH THAT CAN BE CROSSED ON AN EXTENDING BRIDGE. A LARGE RED BUTTON STICKS OUT FROM THE WALL."

14D DATA "YOU ARE STANDING ON ONE SIDE OF A CHASM TO THE NORTH. AN EXTENDED BRI DGE LEADS NORTH. ANOTHER EXIT IS TO THE SOUTH."

15D DATA "YOU ARE IN A RUBBISH COMPRES SOR. RUBBISH LIES EVERYWHERE AND THERE IS A SMELL OF DECAYING ORGANIC MATTER. THE COMPRESSOR CONTINUES SOUTHWARDS. ABOVE I S A CHUTE WHICH IS OUT OF REACH."

16D DATA "YOU ARE IN A RUBBISH COMPRES SOR. A STEP LADDER LEADS UPWARDS. THE COM PRESSOR CONTINUES NORTH."

17D DATA "YOU ARE A T-JUNCTION OF PASS AGES GOING NORTH, EAST AND WEST."

18D DATA "YOU'RE AT A DEAD END. THERE I S A NARCI IN THE WEST WALL. THE ONLY EX IT IS EAST."

19D DATA "YOU ARE IN A HEXAGONAL CORRIDOR. THE WALLS ARE HEAVILY CORRODED AND DIGESTIVE JUICES LIE IN POOLS ON THE FLOOR. EXITS LEAD EAST AND WEST."

20D DATA "YOU ARE IN A CONTROL CENTRE. THERE IS A LARGE DOME OVERHEAD. A ENORMOUS LASER GUNIS AIMED AT A HOLE IN THE DO ME TOWARDS THE EARTH."

21D DATA "YOU ARE IN A SMALL ROOM. A COMPUTER IS PLUGGED IN ON THE WEST WALL. AN EXIT LEADS EAST."

22D DATA "YOU ARE IN A SMALL ROOM. ALL AROUND IS DEBRIS. IT LOOKS AS IF THERE HAS BEEN AN EXPLOSION. AN EXIT LEADS EAST ."

23D DATA "YOU ARE IN A DARKISH ROOM AN D ALL AROUNDYOU IS THE REMAINS OF LEAD A CIDE BATTERIES. THERE IS A DISTINCT SMELL OF GREASE HERE. UP IS A ROPE AND OTHER EXITSLEAD EAST AND SOUTH."

24D RESTORE 25D: FORK=&C00 TO &C12:READ

## OPERATION KRISTOS

```

A:T=8:A=NEXT
 250 DATA SAC,800,8E9,800,80A,849,81B,8
C9,816,8F0,807,820,8E3,8FF,8C8,84C,802,8
OC,860
 260 DIM O(23),O$(23):PROCobj:MODE7:IN=
2:RX=1:OIN D(6,24):EX=0:T%=0:PROCrondat
=:GOSUE1050
 270 REPEAT:INPUT":IN$":UNTIL LEN(IN$)>
0
 280 NS="" VS=""
 290 VS$=LEFT$(IN$,4)
 300 L=3:REPEAT:L=L+1:UNTIL L>LEN(IN$)
OR ASC(MIDS$(IN$,L,1))=32
 310 REPEAT:L=L+1:UNTIL L>LEN(IN$) OR A
SC(MIDS$(IN$,L,1))>32
 320 NS=MIDS$(IN$,L,4)
 330 P=INSTR(VS," ")
 340 IF P<>0 VS=LEFT$(VS,P-1)
 350 P=INSTR(NS," ")
 360 IF P<>0 NS=LEFT$(NS,P-1)
 370 GOTO1080
 380
 390 DX%V
 400 IF D(D%,RX)=0 PRINT"YOU CAN'T GO T
HAT WAY":RETURN
 410 IF O(0%,RX)>38 GOTO1690
 420 IF EX%1 EX%=0
 430 RX=D(D%,RX):GOSUE 1050:RETURN
 440 IF RX>14 PRINT"YOU CAN'T FICK THAT
UP":RETURN
 450 IF O(N)<>RX PRINT"I DON'T SEE THAT
HERE":RETURN
 460 IF IN%>5 PRINT"YOU'RE CARRYING TOO
MUCH":RETURN
 470 IF N=8 AND RX=16 PRINT"IT'S WEDGED
TIGHT":RETURN
 480 IN%4 ANO LEN(O$(A))=34 PRINT"IT'
S TIRED":RETURN
 490 IFRX=5 AND O(8)<-1 OR RX=5 AND O(
8)="ZU:NUWRO:OTIXS" PRINT"IT'S TOO DARK
TO SEE":RETURN
 500 IF N=5 AND LEN(O$(5))<>11 AND O(6)
<>1 PROC("BTN;XZU<O1^ZXS;RO"):RETURN
 510 IF N=5 AND LEN(O$(5))<>11 AND O(6)
=>1 PROC("ETN;STTP:RO!TNO:LR0S:ETNI:LRI
()":O(5)=1:IN%1+1:O(5)="Z:YWZXPI:YTC":
PRINT"OK":RETURN
 520 O(N)-1:IN%=IN%+1:PRINT"OK":RETURN
 530 IF N>15 PRINT"I NEVER LET YOU PICK
THAT UP":RETURN
 540 IF O(N)<-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 550 IF N>11 AND O(22)=99 PRO
Cd("OS":_ITR,_V":KH:-10$:_KI"RH:OS":YN
O0TU2:HXXUU":XTV"R:TU:OS":U:I"0IZXKH50
S":YIR,_V:RR"CO"U_":):IN%=IN%-10(11)-1
3(0(22)-13:D(2,13)=14:RETURN
 560 IN%-1+1:O(N):RN:PRINT"OK":RETURN
 570 PRINT"YOU ARE CARRYING":IF IN%0 P
PRINT"NOT A LOT":RETURN
 580 FOR loop=1 TO 14
 590 IF O(loop)=11 PROCd(O(loop))
 600 NEXT
 610 PRINT":RETURN
 620 IF RX<>11 OR N>32 PRINT"DON'T EE
A VANOAL":RETURN
 630 IF O(10)<-1 PRINT"What WITH?":RET
URN
 640 PROCd("BTN;HVZHS:NK:OS":YZOO"IR":H
LR0S:OS"::::ZU_ITR:_W"\"):RN=23:D(1,13)
 650 RETURN
 660 IF N>>20 OR RX<>19 PRINT"DON'T EE
NASTY":RETURN
 670 IF O(21)=19 PRINT"I CAN ONLY KILL
HIM ONCE":RETURN
 680 PRINT"LOVE TO EUT HOW?":RETURN
 690 IF R>>25 GOTO&0
 700 BX=1:PRINT"OK":RETURN
 710 IF N=0 PRINT"SAY WHAT?":RETURN
 720 PRINT"OK":PRINTMID$(IN$,L,255)
 730 IF RX<>3 OR O(4,3)=4 RETURN
 740 PROCd("OS":_TTI:RHIMTRX":TK"IZO_":
ZU:_RO:HWRN:_HTK"U")
 750 O(15)=3:D(A,3)=4
 760 PRINT":RETURN
 770 IF O(8)<-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 780 IF T%1 PRINT"IT DOESN'T WORK":RET
URN
 790 OS(8)="Z:WRO:OTIXS"
 800 PRINT"OK":RETURN
 810 IF O(8)<-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 820 IF LEN(OS(8))<>11 PRINT"IT'S NOT O
N":RETURN
 830 OS(8)="ZU:NUWRO:OTIXS":PRINT"OK":R
ETURN
 840 IF O(3)<-1 PROCd("ETN:SZM":UT:V20
XS""):RETURN
 850 IF N=8 AND O(8)=-1 PROCd("OS":OTIX
S:KWKZRORX:ZNW:V"WR)":RETURN
 860 IF N=3 AND RX<>5 PRINT"OK":RETURN
 870 IF N<>3 PRINT"YOU CAN'T LIGHT THAT
":RETURN
 880 PROCd("OS":VZDXS:JWZI"R:MK:ZU:HN_
_UWB:Z":R)I":YZWW:CKWT_":RS05"1":VNNH:SZ
M":Y"U:::::CKWTRRM":ZR"R:ZITNU_":GO
TO1610
 890 INPUT"NAME OF FILE",FS
 900 O=OPENUP(F$):INPUT#O,RN,OS(4),OS(8
).OS(9),OS(5),IN
 910 FOR loop=1 TO 23:INPUT#O,O(loop):N
EXT
 920 INPUT#O,D(1,3),D(1,4),D(6,10),D(2,
15),D(2,13),D(4,14),O(3,19),D(3,12),O(4,
8)
 930 CLOSE#O:PRINT"OK":GOTO1050
 940 INPUT"NAME OF FILE",FS
 950 O=OPENOUT(F$):PRINT#O,RN,OS(4),OS(
8),OS(9),OS(5),IN
 960 FOR loop=1 TO 23:PRINT#O,O(loop):N
EXT
 970 PRINT#O,D(1,3),D(1,4),D(6,10),O(2,
15),O(2,13),D(4,14),D(3,19),O(3,12),D(4,
8)
 980 CLOSE#O:PRINT"OK":GOTO 1050
 990 IF N=23 AND RN=3 PROCd("OS":_TTI:S
ZH:UT:MRRRYW":V"ZU:H:T":Y"RU\":TK"U_"):R
ETURN
 1000 IF N<>19 OR RX<>18 PRINT"YOU CAN'T
DO THAT":RETURN
 1010 IF O(13)<-1 PROCd("ETN:U":_HTV"O
SRU:OT:TK"U:RO:LR0S"):RETURN
 1020 IF OS(9)<>1 ZU:VKKO:YTOOW" PROCd(
"ETR:Z1"U":OIIUTU:UTN"\"):RETURN
 1030 O(23)=18 PRINT"IT'S ALREADY OPE
N":RETURN
 1040 O(23)=18:PRINT"OK":RETURN
 1050 RESTORE (RN*10):IF RX=5 AND OS(8)=

```

CONTINUED

# OPERATION KRISTOS

```

"ZU:NURRO:OTIXS" OR RX>10 AND OS(8)=="ZU:
NURRO:OTIXS" PRINT"IT'S TOO DARK TO SEE"
:RETURN
1060 READ R$:PRINTR$  

1070 FOR N=1 TO 23:IF O(N)<>RX GOTO1080  

ELSE IF N<15 PRINT"HERE THERE IS ":";PROC  

d(OS(N)) ELSE PROCD(O*(N))
1080 NEXT
1090 RETURN
1100 IF RX<>20 PRINT"YOU HAVE TO SOLVE  

THIS ADVENTURE":RETURN
1110 IF O(2)<>20 OR D(6,10)=11 OR D(4,1  

)=21 PRINT"IT'S EKING JAMMED":RETURN
1120 PROCEND
1130 PROCD("OSRH:RH:UT:ORV":OT:HW"KSET  

N<0:":\TIOT:":HZM":OS":ZIOS"):RETURN
1140 IF N<>4 PRINT"YOU CAN'T TIE THAT":  

RETURN
1150 IF O(4)<-1 PRINT"YOU'RE NOT CARRY  

ING IT":RETURN
1160 IF RX>10 OR O(19)<>10 PRINT"NO PO  

INT IN DOING THAT HERE":RETURN
1170 PRINT"OK":D(6,10)=11:OS(4)="Z:W:U"\n  

OS(1):T:IK":SUZRU\:_TLULZL_H":O(4)=10:IN  

=IK-1:RETURN
1180 PRINT"YOU CAN'T DO THAT":RETURN
1190 IF N=0 PRINT"FIREFIRE WHERE?":RETURN
1200 IF N<>14 PRINT"YOU CAN'T FIRE THAT":  

:RETURN
1210 IF O(N)<-1 PRINT"YOU DON'T HAVE I  

T":RETURN
1220 IF RX<>19 PRINT"DON'T BE VIOLENT":  

RETURN
1230 IF O(21)=23 PRINT"AT WHAT?":RETURN
1240 PROCD("OS":KSTOTU:IZB:SRSH:OS":KWE  

U:ZU_:OS":RH:ZU:"CKWTHRTU:T:KNUZO:]W  

"HS")
1250 O(20)=99:O(21)=19:D(3,19)=20:RETUR
N
1260 IF N<>21 OR RX<>13 PRINT"YOU CAN'T  

PRESS THAT":RETURN
1270 PROCD("Z:HZXUW_I:ZXORMZ0:H5Z:_RZW:  

]WZHS":OS":LZIURU:\<SNVZU<5HN_":UWE:Z:  

\TNK:T]:::LYTOH:ZKK":ZI:ZD:OS":TGS":I:  

HZ":OS":XSZHV")
1280 TIME=0:REPEATUNTIL TIME>60
1290 PROCD("OS":EITK":U:RHI"):GOTO1810
1300 IF N=0 PRINT"I don't understand":R
RETURN
1310 IF RX<>4 AND RX<>15 GOTO530
1320 IF O(N)<-1 GOTO530
1330 IF RX=15 AND N=7 PROCD("OS":IT:_:JW  

R:H:HTMOSLZL_H:ZU:Y"XTV H:i:L_\":Y"O  

L":U:OS":LZNNW":O(2,15)=15:O(7)=98:IN=I  

X-1:RETURN
1340 IF RX=15 AND D(1,6)=7 GOTO530
1350 IF N<>12 PROCD("Z:IXZV":IZ:HWR:H:TNO  

:ZU_:OIZXPH:OS":TYQ:XZQ:WZH":\NU:WTXPH:  

TUOT:RO:ZU_:[R1":H":IN=IX-1:O(1)=99:RETU
RN
1360 PROCD("Z:MR_":T:XZV":IZ:HWR_":H:TNO:Z  

U_2:WZH":I:;:NU:WTXPH:TUOT:OS":V"OWZ:ZU  

:I:RI:H:SO":IZ:RH:":[W":XO":T]:):OS":V"  

OWZ:ZU_:RO:;SRHO:OS":XZV":IZ")
1370 O(12)=4:O(16)=4:IN=IX-1:D(1,4)=6:R
RETURN
1380 IF RX=3 AND N=23 PROCD("OS":_TTI:V  

NHO:TK":U: TU:Z:X:IZRU:ZXORTU"):RETURN
1390 IF RX=7 AND N=26 AND O(5)=99 PROCD  

("BTN:H":Z:HZR]):KR":T];LRI":RUHR_")
:O(6)=7:RETURN
1400 IF RX=9 AND N=18 AND O(8)=99 PROCD  

("ETN":]RU_1:OTIXS5HTV":TU":VNHO:SZM":Y"  

U:":Z_RU\:_NU_":I:OS":HS":OH":O(8)=RX:RET
URN
1410 IF N=34 AND RX=10 PRINT"IT LOOKS V  

ERY LUXURIOUS":RETURN
1420 IF N=30 AND RX=15 AND O(11)=99 PRO  

Cd("ETN:H":Z:HVZWW:_ITR_"):O(11)=RX:RET
URN
1430 IF N=17 AND RX=18 AND O(23)=18 PRO  

Cd("ETN":]RU_1:Z:YVZHO":I":O(14)=18:RETURN
1440 PRINT"YOU SEE NOTHING SPECIAL":RET
URN
1450 IF RX=3 AND D(4,3)=0 PROCD("ETN:_T  

U<0:U":S":WK:OT:TK":U:Z:_TTI:_T:":BTNS":)  

:RETURN
1460 IF RX=19 AND O(21)=19 PRINT"KILL I  

T":RETURN
1470 PRINT"YOU'RE ON YOU OWN HERE":RETU
RN
1480 IF RX<>10 AND RX<>21 PRINT"YOU CAN  

T DO THAT":RETURN
1490 IF RX=10 AND D(6,10)<>0 PRINT"YOU'  

VE ALREADY DONE THAT":RETURN
1500 IF RX=10 PROCD("ETN:IRK:NK:OS":XZI  

K":O:OT:I":M":ZW":ZKRU\STW":):D(6,10)=21:  

O(19)=RX:RETURN
1510 PROCD(" ETN:KNWW:OS":XTVKHO":I:ZU_;  

RO:NUKWNH5:":OS":I":RH:Z:VZHHRM":CKWTHR  

TU":)RX=22:D(4,14)=22:GOTO1050
1520 SX=0
1530 IF D(4,3)=0 SX=100
1540 IF D(1,4)=0 SX=SX+100
1550 IF D(6,10)<>0 SX=SX+100
1560 IF D(2,15)=16 SX=SX+100
1570 IF D(4,14)=22 SX=SX+100
1580 IF D(3,19)=20 SX=SX+100
1590 IF D(2,13)=23 SX=SX+100
1600 PRINT"YOU SCORE ":"SX;" OUT OF 800"
:RETURN
1610 IF N<>36 PRINT"YOU CAN'T DRINK THA
T":RETURN
1620 IF O(9)<-1 PRINT"YOU'RE NOT CARRY  

ING IT":RETURN
1630 IF O(9)="ZU":VKOE:YTOOW":PRINT"YO
U ALREADY HAVE":RETURN
1640 PRINT"DELICIOUS"::$":(9)="ZU":VKOE:Y
TOOW":RETURN
1650 IF N<>2 PRINT"EH?":RETURN
1660 IF O(2)<-1 PRINT"YOU'RE NOT CARRY  

ING IT":RETURN
1670 IF RX<>20 PROCD("ETN<":\TO:OT:ZOO  

ZXS:RO:OT:OS":WZH":I":RETURN
1680 PROCD("TP:ETN:ZOOZXS:RO:OT:OS":WZH  

":I":IN=IX-1:O(2)=20:D(4,20)=42:RETURN
1690 SX=D(DN,RX)-34
1700 ON SX GOTO1710,1720,1730,1750,1760
,1770,1780,1790,1800
1710 IF BX=1 AND V=1 AND RX=1 BX=2:GOTO
1050 ELSE IF EX=1 AND V=2 AND RX=3 BX=2  

:GOTO1050 ELSE PROCD("OS":I":RH:UT:ZRI:RU  

:Z:IMZXXNNV:ONY":ZU_:BTN_R":]ITV:HN])TXZOR  

":GOTO1810
1720 PROCD("Z:MR_":T:XZV":IZ:WTXPH:TUOT:B  

TN:ZU_":ZI:::WZH":I:ZUUTU:ZKK":ZIH:ZU_":)R  

":I":RO:BTN":):GOTO1810
1730 IF O(5)<-1 PROCD("OS":ZU:_ITR_H:ON  

IU:ZITNU_5OS":B:KNWW:TNO:OS":RI":YVZHO":I:

```

# OPERATION KRISTOS

```

ZU_:_JR1_:_ZD:BTN3UTO:MTIB:URX:OSZ02":GO
TO1810
    1740 PROCd("ZI_WR\SO:TU:BTNI:YWZXP:YTC:"]WZHS^H:ZU_:_;OS":ZU_ITR_H:HOZIO:\TRUN:XI
ZAB:ZU_:_OS^U:H\W]6_:"HOINXO":IO(10)=8:D(3
.8)=9:(18)=8:D(17)=99:RK=9:GOTO1050
    1750 PROCd("BTN1LZWPT1":OS":":_";IT):OS
    "IKS2HV:ZU_:_R":GOTO1810
    1760 PROCd("OS":LZNWH:H:T]:OS":XTVKI^HHTI
    :XWTH":RU_:_;ZU_:_BTN1ZI:HWTLWB:XINMS":_
    Y"Z":OS":ZLZNWH":GOTO1810
    1770 PROCd("BTN1:OIRK:TM":I:ZI]^W:I:T]:O
    S":KHZUO:ZU_:_BTN1:YT_B:HOZION:OTI_RHHTW
    :RU_:_OS"::_;R\HORM":QNRX:H":GOTO1810
    1780 PROCd("BTN1:ZWN:TLU:OS":STW":ZU_:_Y
    ZP:BTN1:_;U_XP":GOTO1810
    1790 PROCd("OS":IVRU":CWTK:H:ZU_:_BTN:S
    ZM":H2M":OS":ZIOS:YNO:BTN:SZM":_R":RU:
    OS":ZOO:VKO":GOTO1810
    1800 IF OS(8)=Z:WR:OTIXS" AND O(8)=-1
    PROCd("BTN1:OTIXS":H:R:HTRW"):TK-1:RK=13
    :GOSUB810:GOTO1050 ELSE RK=13:GOTO1050
    1810 PRINT"OH DEAR YOU APPEAR TO HAVE D
    IED"
    1820 PRINT"YOU REALLY MUST BE MORE CARE
    FUL IN"
    1830 PRINT"FUTURE IF YOU WANT TO GET ON
    IN THIS GAME"
    1840 ptr=1:GOSUB 1520
    1850 END
    1860 DEFPROCend
    1870 PRINT" WELL DONE. YOU HAVE SAVED THE
    EARTH AND ARE AWARDED THE TRIPLE STAR.
    YOUR SCORE IS 800 OUT OF 800":END
    1880 RESTORE 2030
    1890 V=0:REPEAT
    1900   READ TS
    1910   V=V+1
    1920   UNTIL V$=TS OR TS==""
    1930 IF TS=="" PRINT"Verb not known!":;
    GOT0270
    1940 IF N$="" N=0:GOTO2010 ELSE IF V=16
    OR V=17 GOTO2010
    1950 RESTORE 2040
    1960 N=0:REPEAT
    1970   READ TS
    1980   N=N+1
    1990   UNTIL N$=TS OR TS==""
    2000 IF TS=="" PRINT"Noun not known!":;
    GOT0270
    2010 ON V GOSUB380,380,380,380,380,380,
    480,480,580,570,570,620,620,660,690,710,
    710,770,810,840,890,980,990,1300,1100,11
    30,1180,1180,1190,1260,1260,1050,1380,14
    50,1480,1480,1480,1520,1610,1650,620,620
    2020 GOT0270
    2030 DATAN,S,E,W,U,D,GET,TAKE,DROP,INVE
    ,INV,SMAS,BREA,KILL,HOLD,SAY,SHOU,ON,OFF
    ,LIGH,LOAD,SAVE,OPEN,THRO,TELE,SLEE,TIE,
    ,UNTI,FIKE,PUSH,PRES,LOOK,EXAM,HELP,LIFT,
    ,RIP,PULL,SCOR,DRIN,PRIM,KICK,HIT,*+
    2040 DATABRAC,MINE,MATC,ROPE,BOX,IRE,WD
    OD,TORC,BOTT,LEG,DR01,META,SCRE,BLAS,CAM
    E,ANDR,HOLE,BED,HATC,PLAN,BUTT,BRID,DOOR
    ,OPEN,BREA,PANE,LASE,COMP,CHAS,RUBB,DOME
    ,BATT,ROBO,CARP,CHUT,JUIC,TABLE,AIRL
    *
    2050 END
    2060 DEFPROCd(D$)
    2070 #EA00=D$          2080 CALL&COG
    2090 PRINT:ENGPROC
    2100 DEFPROCoObj:RESTORE 2150
    2110 FORN=1 TO 23
    2120   READ O$(N),O(N)
    2130   NEXT
    2140 ENDPROC
    2150 DATA"Z0^W^KTIO:YIZX^W^O", -1, "Z;WR
    WRKR0:VRU", -1, "Z:YTC:T];VZ0XS^K", 4, "Z;W"
    \N:OS:T];UBTUW:ITK", 5
    2160 DATA"ZI:HVZWM:YWZXP:YTC:NU_":I:_;OS
    :LZWPLZB", 6, "Z:KR^X":T]:HORI]],LNI", 99,
    Z:V_OZW:IT", 8, "ZU:NUWR0:OTIXS", 99
    2170 DATA"ZYTOOW:IT]:QNRX", 9, "ZI:ZU_I
    TR:_W", 99, "Z:HVZWM:_ITR", 99, "Z:KSRUB
    HS":_I:T];V_OZW", 1, "Z:HXI_LIRM":I", 14, "Z
    VWZHO":I", 99
    2180 DATA"OS":_TTI:RH:UTL:TK":U", 99
    2190 DATA"ZI:YWTLU6NK:MR":_T:ZKV:IZ:SZU\H
    :JITV:OS":_I:LZWW", 99
    2200 DATA"ITLH:T]:IZX^W^KH:ZU_ITR_H:HRO
    :ZD:OS":_I:ZTVKNO^IR", 8
    2210 DATA"OS":I":VZRUH:T];ZU_ITR_H:XTM":I
    :OS":JWTTI", 99
    2220 DATA"ZI:_ZKRU\ISTW":W_Z_H:_TLULZI_H
    ", 99
    2230 DATA"ZI:WZI_~7V:UZXRUN:VZU6^ZORU:NK
    WZUO:YZIH:BTNI:LZB", 19
    2240 DATA"ZI:WZI_~:VZU6^ZORU:NKZUO:WR^H
    :_Z":S":I", 99
    2250 DATA"OS":YIR_:_S2H:CO_U":_HTNOS
    L2I_H", 99
    2260 DATA"OS":S2OX:S2H:Y":U:TK":U":_OT:
    I":M:ZI:ZI:_ZIP:ISTW", 99
    2270
    2280 DEFPROCoObjdata
    2290 RESTORE 2340
    2300 FORL=1 TO 23
    2310   READ R$:FORM=1 TO 6:D(M,L)=(ASC(
    MID$(RS,M,1))-65):NEXTM
    2320   NEXTL
    2330 ENDPROC
    2340 DATAAAAAAAA
    2350 DATADBAAAAA
    2360 DATAADAAA
    2370 DATAFDAAA
    2380 DATAZAAAAAA
    2390 DATAHEAAAAA
    2400 DATAKGIAAA
    2410 DATAAAFPAAA
    2420 DATAAAAIAAA
    2430 DATAAHAAAAA
    2440 DATAA1MAKA
    2450 DATAAAALAAP
    2460 DATALEAAAA
    2470 DATAANRAVAA
    2480 DATAAhhAAAA
    2490 DATAFAAAMAA
    2500 DATAQATSAA
    2510 DATAAARRAAA
    2520 DATAAA1RAA
    2530 DATAAAATAAA
    2540 DATAAAAOAAA
    2550 DATAAOAOAA
    2560 DATAANMKA

```

# CAR RACE

## • ATARI 16K

Keep the revs up for some super race track action for one or two players.

The race circuit is seen from above and two cars — blue and red — are ready at their starting positions. You must aim to break the track record or beat the other car past the finishing line.

The race begins when either joystick is moved. If you crash, your car is put back to the beginning of its current lap. Hitting the track boundary slows down the cars and crashing with other obstacles causes the car to explode.

• Nick Pearce

```

10 GRAPHICS 0:POKE 82,0;? " CAR RACE"
20 ? " by Nick Pearce, (c) 1984":GOSUB 8000
200 GOSUB CARS:GOSUB INFO
360 FOR P=0 TO 11:POKE CRASH+P,0:NEXT P:POKE 19,0:POKE 20,0
399 REM *** LOOP
400 FOR P=0 TO 1
410 IF PEEK(CRASH+P) THEN 800
420 IF PEEK(LAPS+P)=RACELAPS THEN POP :GOTO 800
430 NEXT P
500 IF PEEK(CONSOL)=START THEN 200
550 GOSUB SHOW:IF TIME<6000 THEN 400
580 GOTO 200
599 REM CRASH
600 SOUND P,38,0,14:POKE PC+P,64
610 FOR I=0 TO 30:POKE PCOL+P,RND(0)*255:NEXT I:SOUND P,0,0,0
620 POKE PC+P,80:POKE FX+P,FX(P):POKE PY+F,FY(P)
640 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2):POKE PC+P,0:POKE CRASH+P,0
690 GOTO 490
799 REM RACE OVER
800 FOR K=14 TO 2 STEP -1:SOUND 0,40,G,K:NEXT K:GOSUB SHOW
810 RACED=1:CHAMPS="BLUE":1:P THEN CHAMPS="RED"
820 FOR P=0 TO 11:POKE CRASH+P,1:SOUND P,0,0,0:NEXT P
825 FOR N=1 TO LEN(CHAMPS):CHAMPS(N,N)=CHR$(ASC(CHAMPS(N))+128):NEXT N
830 RTIMES$=STR$(TIME):IF T1>BEST THEN BEST=TIME
835 FOR N=1 TO LEN(RTIME$):RTIME$(N,N)=CHR$(ASC(RTIME$(N))+128):NEXT N
840 GOSUB DELAY:GOTO 200
999 REM *** SHOW
1000 TIME=INT((PEEK(19)*256+PEEK(20))/5)
1010 NS$=STR$(TIME):MS$="0000":M$$(5-LEN(NS))=NS
1020 POSITION 28,22:FOR I=1 TO 4?:CHR$(ASC(M$(I))+224)::NEXT I
1040 NS$=STR$(PEEK(LAPS)):MS$="00":M$$(3-LEN(NS))=NS
1050 POSITION 22,22:FOR I=1 TO 2?:CHR$(ASC(M$(I))+128)::NEXT I
1060 NS$=STR$(PEEK(LAPS+1)):MS$="00":M$$(3-LEN(NS))=NS
1070 POSITION 36,22:FOR I=1 TO 2?:CHR$(ASC(M$(I))+128)::NEXT I
1090 RETURN
1999 REM *** CARS AT START
2000 FOR P=0 TO 1:SOUND P,0,0,0
2010 POKE FX+P,POKE PY+F,POKE PC+P,0
2020 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2)
2030 POKE LAPS+P,0:POKE LINE+P,0:POKE COUNT+P,1:POKE CRASH+P,1
2050 NEXT P
2090 RETURN
2999 REM *** INFO DISPLAY
3000 J=0:SOUND 0,100,10,4:GOSUB DELAY:SOUND 0,0,0,0
3002 J=J+1:IF J=4 THEN J=1

```

```

3010 POSITION 0,22:; BLANKS:;POSITION 0,22
3020 IF J=1 THEN ? " car race":GOTO 3050
3030 IF J>2 THEN 3040
3032 ? " race is ";:N$=STR$(RACELAPS):FOR N=1 TO LEN(N$):? CHR$(ASC(N$(N))+224)
:;NEXT N:?" laps":GOTO 3050
3040 ? " track record";CHR$(26);"?":N$=STR$(BEST):FOR N=1 TO LEN(N$):? CHR$(ASC(N$(N))+224):;NEXT N
3050 FOR I=1 TO 5:GOSUB DELAY:IF PEEK(CONSOL)=START THEN 3500
3060 POSITION 20,22:; BLANKS:;POSITION 20,22:?" PRESS START"
3080 IF PEEK(CONSOL)=START THEN 3500.
3090 GOSUB DELAY:POSITION 20,22:; BLANKS:;POSITION 20,22
3110 IF NOT RACED THEN ? " PRESS START":GOTO 3130
3120 ? " ";CHAMP$: " WON IN ";RTIME$;
3130 IF PEEK(CONSOL)<>START THEN NEXT I:GOTO 3002
3500 POP :POKE 77,0
3510 POSITION 0,22:?" blue ";CHR$(140); "time";CHR$(140);?" red";CHR$(140)
3520 POSITION 20,22:; BLANKS:;FOR P=0 TO 1:SOUND P,186,4,6:NEXT P
3600 POSITION 24,22:?" go! go! go!":GOSUB DELAY
3630 IF STICK(0)<>15 OR STICK(1)<>15 THEN 3700
3640 POSITION 24,22:?" go! go! go!":GOSUB DELAY
3690 IF STICK(0)=15 AND STICK(1)=15 THEN 3800
3700 POSITION 20,22:; BLANKS;
3800 POKE 77,0:FOR K=14 TO 2 STEP -1:SOUND 0,40,0,K:NEXT K
3900 RETURN
3990 REM *** DELAY
4000 FOR K=0 TO 50:NEXT K:RETURN
7999 REM *** INITIALIZE
8000 SETCOLOR 1,1,0:SETCOLOR 2,13,10:SETCOLOR 4,11,2
8100 CONSOL=53279:START=6:SDMCTL=559:POKE 752,1
8120 RACELAPS=10:BEST=6000:RACED=0
8140 SHOW=1000:CARS=200:INFO=3000:DELAY=4000
8220 ? "You are presented with a birds-eye view"
8230 ? "of a motor racing circuit. A blue car"
8240 ? "and a red car are ready at their start"
8250 ? "ing positions. The race is over ";RACELAPS;" laps"
8260 ? "of the track (in clockwise direction)."
8270 ? "Try to break the track record or beat"
8280 ? "the other car to the finishing line!"
8290 ? "Use a joystick to drive your car (BLUP"
8300 ? "in jack 1 and RED in jack 2); press the"
8310 ? "trigger to go at full speed. The race"
8320 ? "begins when either stick is moved. The"
8330 ? "time is measured in tenths of seconds."
8340 ? "If you crash, your car is put back to"
8350 ? "the beginning of it's current lap."
8360 ? "To restart the race at any time, press"
8370 ? "the START key."
8390 ? " PRESS START";
8400 IF PEEK(CONSOL)<>START THEN 8400
8500 FOR I=1 TO 2:POSITION 12,23:SOUND 0,100,10,9:?"wait 15 seconds";
8520 GOSUB DELAY:POSITION 12,23:SOUND 0,0,0,0:?" ";:GOSUB DELAY:N
EXT I
9000 RAMTOP=106:MYTOP=PEEK(RAMTOP)-12:POKE RAMTOP,MYTOP:MEM=MYTOP*256
9020 GRAPHICS 0:SETCOLOR 4,11,2:POKE SDMCTL,0:D=PEEK(560)+256*PEEK(561)
9040 POKE D+3,68:FOR I=D+6 TO D+26:POKE I,4:NEXT I:POKE D+27,6:POKE D+28,6
9100 CHIGH=206:COUNT=207:PCOL=704:FP=1536:PC=1544:PX=1548:PY=1552
9110 CRASH=1560:SK1D=1562:LAFS=1564:LINE=1566
9120 PMBASE=54279:GRACTL=53277:GPRIOR=623:CHBAS=756
9150 DIM M$(6),NS(6),PX(1),PY(1),FCOL(3),CHAMP$(4),BLANK$(20),RTIME$(5)
9160 BLANK$=" "
9200 DIM FILL$(17):FOR I=1 TO 17:READ J:FILL$(I)=CHR$(J):NEXT I

```

# CAR RACE

```

921D DATA 1D4,104,1D4,133,2D6,160,D,132,2D7,1D4,104,145,2D7,20D,208,251,96
9220 DIM COPY$(23):FOR I=1 TO 23:READ J:IF COPY$(J)=CHR$(J):NEXT I
9230 DATA 104,1D4,104,133,206,104,104,133,206,160,0,132,205,132,207,177,205,145,
207,200,208,249,96
9249 REM CHARSET
925D FOR I=D TO 3:K=USR(ADR(COPY$),224+I,MYTOP+I):NEXT I
9260 FDR I=24 TO 127:READ J:PDKE MEM+I,J:NEXT I:PDKE CHBAS,MYTDP
9270 DATA 85,85,25,85,85,85,85,85
9272 DATA 1,13,13,5,21,213,213,85
9274 DATA 85,87,87,84,80,112,112,84
9276 DATA 64,112,112,80,84,87,87,85
9278 DATA 85,213,213,21,5,13,13,1
9280 DATA 245,85,85,85,85,85,85,85
9282 DATA 85,85,85,85,85,85,85,95
9284 DATA 213,213,213,213,85,85,85,85
9286 DATA 85,85,85,85,87,87,87,87
9288 DATA 0,12,51,0,0,48,204,0
9290 DATA 101,1D1,1D1,1D1,101,101,101,101
9292 DATA 48,12,48,12,48,12,48,12
9294 DATA 0,D,255,0,255,0,255,0
9299 REM PMG
9300 FOR I=NYTOP+6 TO MYTOP+11:K=USR(ADR(FILL$),1,0):NEXT I
931D K=USR(ADR(FILL$),6,0):POKE PMBASE,MYTOP+4:POKE GPRIOR,33
9340 FOR I=0 TD 3:PDKE FP+I,MYTOP+8+I:NEXT I
9350 FOR I=1605 TD 1611:READ J:POKE I,J:NEXT I:DATA 32,48,16,0,48,32,16
9380 PCDL(0)=122:PCOL(1)=56:PCOL(2)=254:PCOL(3)=254
9390 PX(D)=156:PX(1)=156:PY(O)=54:PY(1)=54
9400 FOR I=0 TO 79:READ J:POKE MEM+1792+I,J:NEXT I:POKE CHIGH,MYTDP+7
9420 DATA 0,24,24,24,24,24,24,0
9424 DATA D,38,36,D,D,36,36,0
9428 DATA D,D,80,80,80,0,0,0
9430 DATA 0,36,36,0,0,36,36,0
9440 DATA 0,16,56,56,28,28,8,0
9450 DATA 16,16,D,36,36,0,8,B
947D DATA 0,8,28,28,56,56,16,0
9480 DATA 8,8,D,36,36,D,16,16
9482 DATA 73,235,126,83,124,254,91,16
9484 DATA 33,132,16,66,B,34,84,16
9499 REM VBI
950D FOR I=17DD TO 1709:READ J:POKE I,J:NEXT I:POKE 1702,MYTDP+4
9520 DATA 104,162,0,160,0,169,7,76,92,226
9550 FDR I=MEM+1D24 TO MEM+1346:READ J:POKE I,J:NEXT I:I=USR(1700)
960D DATA 216,162,1,189,24,6,206,66,214,207,208,62,188,132,2,200
961D DATA 152,24,125,26,8,149,207,188,120,2,152,41,6,206,3,254
962D DATA 12,6,152,41,4,206,3,222,12,6,152,41,2,2D8,6,254
9630 DATA 16,6,254,16,6,152,41,1,208,6,222,16,6,222,16,6
9640 DATA 192,15,240,6,185,64,6,157,6,6,136,168,200,200,24,189
9650 DATA 8,8,105,8,153,6,6,189,12,6,153,12,6,169,16,6
966D DATA 153,16,6,202,16,157,162,1,189,24,6,206,55,138,10,168
9670 DATA 169,D,153,1,210,189,120,2,201,15,240,40,169,38,153,1
9680 DATA 210,189,26,8,240,5,169,6,153,1,210,189,120,2,74,133
9690 DATA 209,189,132,2,208,4,169,D,24D,2,169,18,24,101,209,105
970D DATA 36,153,0,210,202,16,193,162,1,160,0,189,4,208,41,2
9710 DATA 24D,1,20D,189,30,6,240,9,152,208,12,157,30,6,254,26
9720 DATA 8,152,240,3,157,3D,6,189,D,157,26,6,189,4,2D8,41.
9730 DATA 8,208,7,189,12,206,41,3,240,7,169,1,157,24,6,208
9740 DATA 37,189,4,208,208,7,189,20,157,26,6,208,25,41,4,208
9750 DATA 18,138,168,20D,200,185,4,208,41,4,208,7,185,12,208,41
976D DATA 12,240,3,254,26,8,202,16,160,141,30,208,162,3,169,0
977D DATA 8,133,204,189,4,6,133,203,189,0,180,255,200,145,203,192
9780 DATA 7,208,249,189,16,6,157,4,6,133,203,189,8,6,133,205

```

```

9790 DATA 177,205,145,203,136,16,249,189,12,6,157,0,208,202,16,206,76,98,228
9869 REM DRAW TRACK
9890 POSITION 0,0
9900 ? "$(((((((((((((---(((((((((("+
9901 ? "###$#">##))))))$##$#/#$#-##$#/#$#/#$#+"#
9902 ? "###))% // /' )))))))->##$#">#))###+"
9903 ? ". ### .. . . . // / / / /' ))))%// "##+"
9904 ? ". "### .. . . . // / / / /' ))))%// "##+"
9905 ? ". "### .. $((((((((((((((& "##+"
9906 ? ". $##+ $##$#/#$#/#$#/#$#/#$#/#$#/#$#+"#
9907 ? ". $##%. $###))))))))>)##))###+". "##+"
9908 ? ". $##%, $###% / / / / /' ##& "##+". "##+"
9909 ? ". $##%, $##%"#
9910 ? "###%, "### $((((& "###, "##+". "##+"
9911 ? "##+ .. "#+ $##$#/#$#/#$#/#$#/#$#/#$#+"#
9912 ? "##+ .. "#+ $##$#/#$#/#$#/#$#/#$#/#$#+"#
9913 ? "##+ .. "#+ $##$#/#$#/#$#/#$#/#$#/#$#+"#
9914 ? "##+ .. "#+ .. $##%"# ##$#(((((###+, "##+"
9915 ? "##+ .. "#+ .. $##%"# ##$#(((((###+, "##+"
9916 ? "##+ .. $##+, $##%"# ##$#(((((###+, "##+"
9917 ? "##+ $##%. $##%"# ##$#(((((###+, "##+"
9918 ? "###$#/#$#,% "###%"# ##$#(((((###+, "##+"
9919 ? "###$#/#$#,% "###%"# ##$#(((((###+, "##+"
9920 ? "###$#/#$#,% "###%"# ##$#(((((###+, "##+"
9921 ? "))))% .. ." ))))))))))))))))))))))))%"#
9950 POKE 708,0:POKE 709,236:POKE 710,152:POKE 711,174:POKE 712,178
9960 POKE SDMCTL,62:POKE GRACTL,2:POKE 752,1
9999 RETURN

```

# SKYCAPERS

The economic situation is dire. Failed businessmen are leaping out of the windows of high-rise buildings at an alarming rate.

And this does make the Inland Revenue very unhappy. Just think of all the lost taxes.

You have been recruited into the ranks of the taxmen in an effort to stop these businessmen avoid paying their dues.

You must position a trampoline below the

## • AMSTRAD

Falling executive and bounce him into the waiting arms of the taxman. Your wages will depend on how much money the taxman can collect. Allow too many businessmen to hit the floor and you'll be sacked.

• David McLean

```

1 SKYCAPERS
2 BY DAVID MCLEAN
3 BASIC
4 # READ GORTON
5 KEY 139,"node 2 Pen 3 Paper 0 cls list
"+CHR(13)> KEY 138,LHRS(140)
6 IF flag=0 THEN GOSUB 5000 flag=1
8 GOSUB 8000
9 liz=0 IF i=1 THEN GOSUB 10000
10 MODE 1
15 screen%=1 dolz%=100 Poinz%=200
20 livesz=3 manz=15 sz%=-8
30 x%=INT(.29*RND(1)) y%=-6 d%=-1 dz%=-1
50 GOSUB 6000
60 PEN 3
62 LOCATE manz,23 PRINT bop$ PEN 0:LOCAT
E manz,24 PRINT bottom$
65 '*** Main Loop ***
70 GOSUB 1000

```

```

80 j=JOW(0) IF j=0 THEN FOR t=1 TO 43 NE
XT
85 IF j=4 AND manz<-10 THEN GOSUB 2010
90 IF j=8 AND manz>129 THEN GOSUB 2040
100 IF scf%<1 THEN GOSUB 4500 scf%=>
110 IF liz<1 THEN GOSUB 4000
998 GOTO 70
999 '*** Move Suicide Merchant ***
1000 IF z%>1 THEN LOCATE x%,y% PRINT CH
R$;Z$, ELSE z%=>
1010 x%=<x%dz% IF x%>30 OR x%<1 THEN dx%
=-dx% SOUND 1,200,15,5
1020 y%=<y%dy% IF y%>6 THEN SOUND 1,200,
15,5:GOSUB 3000
1022 IF y%>23 THEN 1030
1025 IF y%>23 AND y%>manz+1 AND y%<manz
+2 THEN liz=1 ELSE dy%=-dy% SOUND 1,20
0,15,5
1030 FOR t=1 TO screen% IF y%<cloudy(t)

```

# SKYCOPERS

```

AND x%>=cloudx(t) AND x%<cloudx(t)+3 TH
EN dx%=-dx% zx=1 SOUND 1,200,15,5
1035 NEXT
1037 IF zx=1 THEN GOTO 1060
1040 LOCATE zx,yz
1050 PRINT CHR$(INT(193+4*RND(1)))
1060 b=b+1 IF b=3 THEN GO SUB 1500:b=0
1099 RETURN
1080 '**** Move Bailiff ****
1090 bailiff=bailiff+1 IF bailiff=30 THE
N LOCATE bailiff,6 PRINT CHR$(32),CHR$(3
2),CHR$(11),CHR$(8));CHR$(32);bailiff=1
1120 LOCATE bailiff,6 PRINT bailiff$
1130 PEN 3 LOCATE bailiff+2,6 PRINT head
#
1140 PEN 8
1150 Pounk=Pounk-1 PEN 2 LOCATE 2,3 PRIN
T "#",Pounk SOUND 2,1,5,15
1160 IF Pounk<1 THEN GOTO 4000
1170 PEN 8 b=0
1199 RETURN
2000 '**** Move Stretcher Team *****
2010 LOCATE man%,23 PRINT CHR$(32),CHR$(9
9),CHR$(9),CHR$(32),CHR$(10),CHR$(8),CHR
$(32);man%=man%-1
2020 LOCATE man%,23 PEN 3 PRINT tops$
2030 LOCATE man%,24 PEN 0 PRINT bottom$
2035 RETURN
2040 LOCATE man%,23 PRINT CHR$(32),CHR$(9
9),CHR$(10),CHR$(32),CHR$(11),CHR$(9),CH
R$(9),CHR$(32);man%=man%+1
2060 LOCATE man%,23 PEN 3 PRINT tops$
2070 LOCATE man%,24 PEN 0 PRINT bottom$
2999 RETURN
3000 '**** Collisions? ****
3010 IF x%>=bailiff AND x%<bailiff+3 THE
N scfx=1 SOUND 2,16,20,15,1,10
3020 dx%=-dx%
3999 RETURN
4000 '**** Lose A Life ****
4010 lives%-=lives%-1 IF lives%<1 THEN GO
TO 9000
4015 PEN 2 LOCATE 18,2 PRINT "MEN",lives%
4020 PEN 2 LOCATE 15,12 PRINT "AAARGH !"
SOUND 1,1500,15,15,5,5,12
4030 FOR t=1 TO 400 NEXT
4100 l1%=0 Pounk=200 man%=15
4110 GOTO 30
4500 '*** Score ***
4505 sc%+=sc%+Pounk%
4510 PEN 3
4520 LOCATE 2,2 PRINT "1UP ",sc%
4530 doll1%=0 Pounk=0
4535 PEN 2 LOCATE 2,3 PRINT "#",Pounk% LOC
ATE 30,3 PRINT "$",doll1%
4540 screen%+=screen%+1
4599 RETURN
5000 '*** Characters ***
5010 SYMBOL AFTER 139
5020 SYMBOL 193,2,5,10,140,80,36,216,192
5030 SYMBOL 194,192,228,32,80,142,144,24
5040 SYMBOL 195,130,-68,-68,-28,42,75,83,0
5050 SYMBOL 196,-6,230,241,23,48,72,140,0
5060 SYMBOL 140,238,0,167,0,238,0,167,0
5070 SYMBOL 197,63,127,127,255,255,127,6
3,14
5080 SYMBOL 198,12,190,191,223,255,255,2
51,112
5090 SYMBOL 199,56,124,126,254,252,248,1
12
5095 SYMBOL 207,0,0,0,0,60,126,126,255
5100 SYMBOL 208,62,88,170,95,182,120,60,
24
5120 SYMBOL 202,68,94,33,221,247,15,126,
60
5125 SYMBOL 203,126,118,247,251,60,118,1
62,119
5130 SYMBOL 204,0,0,0,255,127,128,0,0
5140 SYMBOL 205,126,110,239,223,60,110,1
62,238
5145 SYMBOL 206,0,0,0,255,254,1,0,0
5150 SYMBOL 208,62,88,170,95,178,110,56,
128
5160 SYMBOL 209,252,42,21,255,255,143,4,
7
5170 '*** Set character strings ***
5180 bottom$=CHR$(203)+CHR$(9)+CHR$(9)+C
HR$(205)
5190 top$=CHR$(200)+CHR$(10)+CHR$(204)+C
HR$(206)+CHR$(11)+CHR$(202)
5200 cloud$=CHR$(197)+CHR$(198)+CHR$(199
)
5210 bailiff$=CHR$(32)+CHR$(209)+CHR$(11
)+CHR$(8)+CHR$(32)+CHR$(207)
5220 head$=CHR$(208)
5399 RETURN
6000 '*** Set Screen UP ***
6020 BORDER 11 PAPER 1 CLS
6030 a$(1)=" "
6040 a$(2)=""
6045 PEN 2 PAPER 0
6050 FOR t=5 TO 25 LOCATE 32,t PRINT a$(t
),NEXT
6060 FOR t=5 TO 25 STEP 4 LOCATE 32,t PR
INT a$(t),NEXT
6070 PLOT 1,340,0,0 DRAW 636,340,0,0 DRAW 63
6,399,0 DRAW 1,399,0 DRAW 1,340,0
6080 PAPER 1 LOCATE 2,2 PEN 3 PRINT "1UP "
,sc% LOCATE 30,2 PRINT "HI",hi% PEN 2 LOC
ATE 2,3 PRINT "#",Pounk% LOCATE 30,3 PRINT
"$",doll1% LOCATE 18,2 PRINT "MEN",lives%
5
6090 PEN 3 FOR t=1 TO screen% cloudx(t)=
INT(1+26*RND(1));cloudy(t)=INT(8+5*RND(0
)) LOCATE cloudx(t),cloudy(t) PRINt clou
d$ NEXT
6099 RETURN
8000 '*** Title Screen ***
8005 INK 1,11 INK 2,6 INK 0,0 INK 3,26 M
00E 1 PAPER 1 CLS
8010 t$="S Y A E S " b$=" K C P R " yc=2
8020 IF yc=1 THEN yc=2 cy=1 ELSE yc=1 cy
=2
8030 PEN 0 LOCATE 4,7 PRINT "The Cast" PE
N 2 LOCATE 4,8 PRINT "---- ----"
8040 PEN 3 LOCATE 4,10 PRINT tops$ PEN 0
LOCATE 4,11 PRINT bottom$," ..... Fred
Bill"
8050 LOCATE 5,13 PRINT bailiff$.PEN 3 LO
CATE 7,13 PRINT head$, PEN 0 PPINT" ..
... Super Bailiff"
8060 LOCATE 6,15 PRINT CHR$(196)," .. .
The Debtor"
8070 PEN 3 LOCATE 5,17 PRINT clouds$, PEN
0 PRINT" ..... The Cloud"
8080 PEN 2 LOCATE 18,20 PRINT "Press i to
r instructions".LOCATE 10,22 PRINT "Press
any key to Play"
8085 PEN 3 LOCATE 16,yc PRINT t$ PEN 0 L

```

```

248,1
0C0ATE 16,CY PRINT b$*
8090 C$=INKEY$ IF C$="" THEN 8020
8100 IF C$="1" OR C$="I" THEN i=1
8995 RETURN
9000 **** Game over ****
9010 a$="GAME OVER"
9020 PEN 2 LOCATE 18,2 PRINT"MEH",lives%
9035 PEN 8
9040 IF sc%>hi% THEN hi%=sc%
9050 FOR t=1 TO 9:1$=MID$(a$,t,1) LOCATE
    t+14,12 PRINT 1$,FOR s=1 TO 200 NEXT
9060 NEXT
9999 GOTO 8
10000 "Instructions
10010 MODE 1-PEN 8-PAPER 1 CLS:LOCATE 14
    ,1 PRINT"Instructions"
10020 LOCATE 14,2 PRINT"-----"
10030 PRINT PRINT"Once upon a time in th
e city of London a certain female Politic
ian who will remain unnamed, became

```

Prime Minister of jolly old England.  
10040 PRINT"Suddenly jolly old England became not sojolly as the # went down aga  
inst the \$."  
10050 PRINT"As this happened the People of England became bankrupt and started  
committing suicide."  
10060 PRINT PRINT"You suide Fred & Bill the tax collectors left & right with your  
joystick to try to bounce the people up to SUPER BRAILIFF at the top of the scre  
en."  
10070 PRINT"If you do this you get the t  
ax the Person owes you if you don't  
before the # reaches 0 then you lose a  
life."  
10080 PRINT PRINT PRINT PRINT"Press a key to start"  
10090 C\$=INKEY\$ IF C\$="" THEN 10090  
10100 RETURN

# LOW LEVEL

• CBM 64

Test your flying skills as you fly close to the ground to avoid enemy radar, miss buildings and dodge the hostile planes as they swoop down from the sky.

You don't have any weapons system but you do have large fuel reserves. But are you up to facing this ordeal?

Words inside square brackets are

```

10 POKE18D25,D:POKE18026,1:POKE18D2D,0
12 REM ** ENABLE ALL 8 SPRITES ***
13 V=53248:POKEV+21,255
15 REM ** SET ALL SPRITES TO MULTICOLOUR MODE ***
16 POKEV-28,255
17 REM ** COLOUR ALL SPRITES ***
18 POKEV-37,D:REM MULTICOLOUR 1
19 POKEV-38,12:REM MULTICOLOUR 2
20 POKEV-39,15:POKEV+46,15:POKEV+45,15:REM COLOUR SPRITES D,6,7 LIGHT GREY
21 POKE53280,6:POKE53281,6:REM *** BACKGROUND AND BORDER BLUE ***
22 PRINT"[CLEAR][WHITE]LOW LEVEL WAS WRITTEN BY IAN BROWN."
23 PRINT"GRAPHICS BEING DEFINED AND MACHINE CODE BEING ENTERED. [RIGHT]PLEASE WAI
T...""
24 REM ** DISABLE I/O AND KEYBOARD SCAN ***
25 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
28 REM ** COPY FIRST 63 CHARACTERS FROM ROM ***
3D FORJ=DTO63:FORJ-DTO7:POKE12288+I*8+J,PEEK(53248+I*8+J):NEXTJ:NEXTI
32 REM ** ENABLE I/O AND KEYBOARD SCAN ***
34 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
36 REM ** COPY IN PROGRAMMABLE CHARACTERS FROM DATA STATEMENTS ***
38 FORI=1TO34:READQ:FORJ=DTO7:READNO:POKE12288+CHAR*8+J,NO:NEXTJ:NEXTI
39 REM ** CLEAR MEMORY FOR THE SPRITES ***
4D FORX=DTO129:POKE832+X,D:NEXTX
41 REM ** COPY IN PLANE CONTROLLED BY PLAYER FROM DATA STATEMENTS ***
42 FORX=DTO34:READQ:POKE832+X,Q:NEXTX
43 REM ** COPY IN ENEMY PLANE FROM DATA ***
44 FORX=DTO34:READQ:POKE896+X,Q:NEXTX
59 REM *** SET CHAR MEMORY POINTER TO MEM, 12288 ***

```

converted Commodore graphic symbols. For instance [CLEAR] means press SHIFT and CLR/HOME key.

The ^ symbol, which appears in a number of lines, is the up-arrow ↑ (just to the left of the restore key).

• Ian Brown

## LOW LEVEL



# LOW LEVEL

```
1020 DATA 65.80.0.148.84.0.165
1021 DATA 85.80.170.170.148.170.170
1022 DATA 169.170.85.170.170.85.170
1023 DATA 85.85.85.1.88.0.1
1024 DATA 80.0.1.64.0.0.0
1029 REM ** DATA FOR ENEMY PLANES ***
1030 DATA 0.5.65.0.21.7.5
1031 DATA 85.95.23.255.255.127.255
1032 DATA 255.255.85.255.255.85.255
1033 DATA 85.85.85.0.21.64.0
1034 DATA 5.64.0.1.64.0.0
1039 REM ** DATA FOR M/C SCROLLING ROUTINE ***
1040 DATA 173.144.5.141.80.70.173.184.5.141
1041 DATA 81.70.173.224.5.141.82.70.173.8
1042 DATA 6.141.83.70.173.48.6.141.84.70
1043 DATA 162.1.189.148.5.157.143.5.189.184
1044 DATA 5.157.183.5.189.224.5.157.223.5
1045 DATA 189.8.6.157.7.6.189.48.6.157
1046 DATA 47.6.232.224.40.208.221.173.80.70
1047 DATA 141.183.5.173.81.70.141.223.5.173
1048 DATA 82.70.141.7.6.173.83.70.141.87
1049 DATA 6.173.84.70.141.87.6.96
1050 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 ***
1051 DATA 206.2.208.173.2.208.201.0.208.38
1052 DATA 173.16.208.41.2.201.2.208.16.173
1053 DATA 16.208.41.253.141.16.208.169.255.141
1054 DATA 2.208.76.164.64.173.16.208.9.2
1055 DATA 141.16.208.169.100.141.2.208.96.96
1059 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 ***
1060 DATA 206.4.208.173.4.208.201.0.208.38
1061 DATA 173.16.208.41.4.201.4.208.16.173
1062 DATA 16.208.41.251.141.16.208.169.255.141
1063 DATA 4.208.76.8.65.173.16.208.9.4
1064 DATA 141.16.208.169.150.141.4.208.173.90
1065 DATA 70.201.0.208.17.206.5.208.173.5
1066 DATA 208.201.50.240.1.96.169.1.141.90
1067 DATA 70.96.238.5.208.173.5.208.201.120
1068 DATA 240.1.96.169.0.141.90.70.96.96
1069 REM ** DATA FOR M/C CONTROL ROUTINE WHICH CALLS ALL OTHER ROUTINES ***
1070 DATA 32.116.64.32.216.64.32.60.65.32
1071 DATA 160.65.32.4.66.238.100.70.32.204
1072 DATA 66.173.100.70.201.16.208.8.32.0
1073 DATA 68.169.0.141.100.70.96
1079 REM ** DATA FOR M/C FOR MOVING PLANE CONTROLLED BY PLAYER ***
1080 DATA 32.148.67.173.0.220.126.240.32
1081 DATA 201.125.240.44.201.119.240.84.201.123
1082 DATA 240.56.173.197.0.201.10.240.13.201
1083 DATA 12.240.25.201.36.240.25.201.39.240
1084 DATA 37.96.206.1.208.173.1.208.201.49
1085 DATA 208.5.169.50.141.1.208.96.238.1
1086 DATA 208.96.238.0.208.173.0.208.201.61
1087 DATA 208.5.169.60.141.0.208.96.206.0
1088 DATA 208.173.0.208.201.49.208.245.169.50
1089 DATA 141.0.208.96
1099 REM ** DATA FOR M/C ROUTINE CHECKING FOR COLLISIONS ***
1100 DATA 173.31.208.41.1.201.1.240.10.173
1101 DATA 30.208.41.1.201.1.240.1.96.169
1102 DATA 0.141.100.70.141.106.70.96
1109 REM ** DATA FOR M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT ***
1110 DATA 169.0.141.4.212.169.55.141.6.212
1111 DATA 169.4.141.24.212.169.150.141.5.212
1112 DATA 169.6.141.1.212.169.200.141.0.212
1113 DATA 169.33.141.4.212.76.48.67
```

READY.

# SEND US YOUR GAMES!



Have you written a games program that you'd like to see printed within C&VG? You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — if I do say how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer!

Lots of our readers have been asking just what happens to their games when they arrive at C&VG. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our 'to be

published' files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait.

And starting here and now, you could become C&VG's Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

## Program name:

Machine make.

Model

Other models it should run on.

Number of K needed to run it

Other equipment (joysticks, Extended Basic, add ons etc) needed to run it.

Author's Christian name .

Surname

Address:

Tel:

Date

Type of game: (If original please say so)

Loading instructions

Game instructions: (If not included in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent:

Good enough  
to publish

Name of  
evaluator

Needs some  
tidying up

Date sent out:

Date due back:

Not worth  
publishing

Needs to be returned to  
author for alterations:

Ode  
sent.

Same game  
already published  
on this micro

Due to be published in  
issue of magazine.

Wouldn't load



Each and every one of these listings has been tested by our reviewers and checked by the Bug Hunters at IDEAS CORP's Program Research HQ. But if you have problems with the listings in this Book of Games don't forget that the Bug Hunters can be contacted on 01-251-6222 every TUESDAY. Big Red, Otiss, X and B-Con will be waiting to deal with your calls in their own particular style. And remember IDEAS CORP are always on the look out for wonderful new listings for all the major micros. So if you have a game you reckon can pass the Bug Hunter's tough tests then why not send it to C+VG? You'll find the special software form inside this book. Plenty of credits go to the best games ...

**WARNING  
HAVE YOU SEEN  
THIS MAN**

